
YOUR SINCLAIR
January 1988 £1.50
With full price game
Number 25
CRACKING CHRISTMAS ISSUE!
Gremlin's
Moley Christmas
STOP! If you can read this, Monty's missing — dig him up at the counter now!
Moley Christmas is a complete new game — not a duff demo!
Gremlin's
MASTERS OF THE UNIVERSE
We Have The Power!
YS Panto Compo!
Are You Dame For A Laugh?
HAPPY YSMAS
Over 1,000 prizes must be won!
MONTY SCOOP!
EXCLUSIVE WITH YS — Monty's Last Stand!
It'll Knock Your Christmas Stockings Off!
SCORE 0000
HIGH 0000
ENERGY
GRYZOR PREVIEW PLUS WIN A PORTABLE ARCADE MACHINE • ROLLING THUNDER • YOGI BEAR GARFIELD • GAUNTLET II • MAD—BALLS • RYGAR • RASTAN SAGA
REVIEWS AND PREVIEWS OF ALL THE CHRISTMAS GAMES

We told you so!...

"Don't spend a penny until you

They said, ...

THUNDERCATS

"Wow! Thundercats is brilliant. The graphics can't be faulted: The screen is extremely colourful and the animation topnotch. Great stuff, I bet the T.V. series aint as good as the game."

Rating: Crash Smash 91% - Crash.





"The game grabs you from the moment you load it up. Brilliant graphics and superb action make Thundercats a real winner."

C. & V. G.

SYSTEM	FORMAT	PRICE
Spectrum 48k	Cassette	£7.95
Spectrum 128k	Cassette	£7.95
Spectrum 128k	Disc	£14.95
Commodore 64	Cassette	£9.95
Commodore 64	Disc	£14.95
Amstrad 64k	Cassette	£8.95
Amstrad 64k	Disc	£14.95
Amstrad 128k	Disc	£14.95

"If it's playability a
ability plus great va
after, then look no
Buggy Boy has all o
more. Everything yo
possibly want or on
screen. The graphic
and playability, yel
reckon it almost go
old C. & V. G.'s m
C. & V. G.

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s... we said, ...
ou hear what Elite
have got for Christmas"

SYSTEM	FORMAT	PRICE
Spectrum	Cassette	£7.95
Spectrum	Disc	£14.95
CBM64	Cassette	£9.95
CBM64	Disc	£14.95
Amstrad	Cassette	£8.95
Amstrad	Disc	£14.95

"If you'll just load it up, we think you'll agree that in Buggy Boy Elite have definitely done the business."

Commodore User.

BUGGY BOY

"It's rare that a computer game manages to give a real feeling of thrill and exhilaration, but Buggy Boy manages it! The graphics are absolutely superb - I've never seen such a smooth realistic 3D effect, and the 'feel' of the control method is tremendous." ZZAP-64.

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THE Elite COLLECTION

THE IDEAL CHRISTMAS GIFT !!!
THE ULTIMATE COMPUTER GAMES COMPILATION !!!



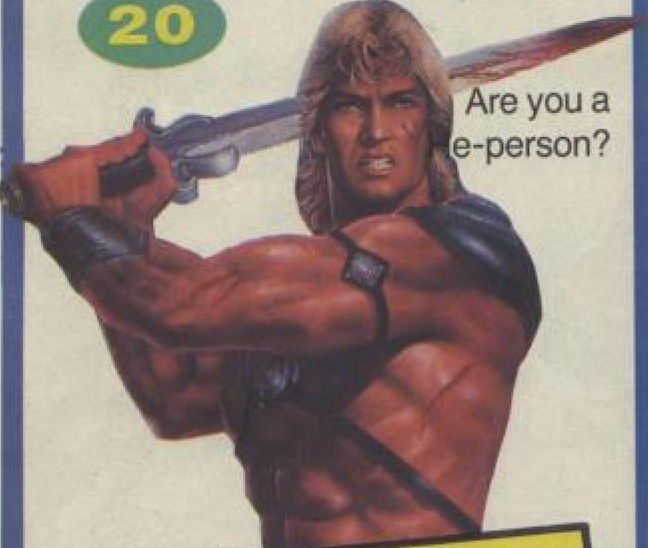
SYSTEM	FORMAT	PRICE
Spectrum	Cassette	£14.95
Amstrad	Cassette	£14.95
Amstrad	Disc	£19.95
Commodore 64	Cassette	£14.95
Commodore 64	Disc	£19.95
Commodore 16	Cassette	£14.95

Lichfield, Staffs WS13 6RX Telex: 336130 ELITE G

insideYS

EXCLUSIVE

COVER GAME



YS Christmas Feature

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PREVIEWS

MEGAGAME



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Yo-Ho-Ho Special

COMPO



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*Oh no it isn't! "Oh yes it is!"

YS Christmas Box

YS Tipshop

COMPOS

Stocking Fillers

REGULARS

YOUR SINCLAIR

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A Dennis Publication

Cover illustration: Simon Dewey

Twelve Phantom Eriks



Phantom Of The Arcade Licence

(Spooky music) "Ha ha ha ha ha ha ha ha ha ha ha ha ha ha . . .Good evening. I am the Phantom, and I have come to sing for you. My first little number is entitled 'She Was Only A Phantom's Daughter, But She Knew Forty Tricks With A Sheet'. But before that let me tell you about a new software release on the Crysys label, called *Erik: Phantom Of The Opera*. Programmed by our friend Mark Rivers, the game promises to be spooky fun, and will cost you £7.95 on tape and £9.95 on +3 disk. Right, music micro please . . ." (Groan!)

Eleven Leslie Crowthers

Trainspotters Through History

An irregular series in conversation with the World's Greatest Ever Trainspotters



10: Leslie Crowther

"Hah-ha! Come on down! Hah-ha! And your name is? Hah-ha! Cindy? Hah-ha! I bet you get invited to a lot of balls? Hah-ha! You don't? Hah-ha! What, you're no 'Cinderella', eh? Hah-ha! You have a crippling disease that prevents you from having any fun? Hah-ha! Well I bet you 'shake-a-leg', eh? Hah-ha! Now then, love, have you got a boyfriend, er, Cindy? Hah-ha! No? You're too ugly? Hah-ha! Well I bet you just love 'coming-on-down' and being ritually humiliated in front of millions of barking mad viewers? Hah-ha! No? You think I'm a stupid trainspotter, with a plastic wig and tippex teeth? Hah-ha! And you're going to kill me with your Uzi machine pistol? Hah-ha! BANG! Hah-ha! Oo-er . . . (thud)"

Ten Corky Catalogues



Yes! It's here! That moment that we wait for all year with eager and drooling anticipation has finally arrived the 1988 *Maplins* catalogue is out on the streets . . . , if you're reading this in the newsagents, it's the fat colourful thing next to the boat mags . . . .anyway, it of all the latest that modern technology can offer, like er-it-yourself kits or electronic nose hair re rs, combination calculators/piezo electric lighters a personal database that slips in your shirt pocket b ds a battery the size of a Volvo. Skillo!

And A Publisher In A Pear Tree



On the twelfth day of FRONTL my true love sen t

Open up them pressies! Eat that turkey! Drink th she Get severe stomach cramps! Call that ambulan Re

Two Turtle Deviants



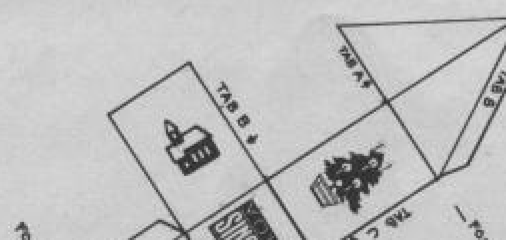
Oh no! It's a stream of nasty green little *Deviants*, and they're coming your way! Well at least they are if you win this minicompo, anyway. Yes indeed! You stand to win one of 10 green and slimy copies of Players new game, *Deviants*, if you can answer this simple question:

Which of these well known deviants is the odd man out?

a) Herman Munster
b) Bela Lugosi
c) Boris Karloff
d) John Noakes

Answers on a postcard please, to: I'm So Deviant My Socks Look Like Bananas Compo, *Your Sinclair*, London W1P 1DE. Closing date for entries is the 31st Jan 1988.

Three French Decorations



Jingle bells, jingle bells, jingle all the way . . . a Merry Christmas to you all! And just to pep up your Christmas, here's a special YS Christmas decoration for you to cut out and keep. Simply cut out around the bold lines, fold carefully along the dotted ones, and affix tab A to side A, tab B to side B and tab C to side C. Simple innit? And just think, if you bought 24 copies of this magazine you could decorate your whole Christmas tree! Good idea? Oh please yourselves!

Four Megagames



By far the best Christmas pressie to thud onto Front desk is the new Elite Collection from . . . er . . . Elite. Hit Pak, actually if you want to be pedantic. It contains 'Best Of' tapes, eight games in all, (of which at least were *YS* Megagames) consisting of *Bomb Jack, Commando, Frank Bruno's Boxing, Airwolf, Paperboy, Ghosts 'N' Goblins, Bomb Jack II* and finally the amaz *Battleships*. It's nice to see *Battleships* finally available especially after we gave it a megagame, but we think you'll agree that all the other games in the collection are well worth £14.95. Hey! That works out at about £1.87 a game! Worra lorra lorra games!

Nine Sockets Sparking



16

Yes indeed, yet another way to connect eight billion appliances to just one simple household socket. The Multiplug will cost you anything upwards of £10.99, and for further details phone Cambrian Distributors 0686-24508.

Eight Hard Word Squares

Well 'Ard Word Square no. 342,957

In keeping with our policy of bringing you the finest in pen and paper entertainment, here is the wacky *YS* Wordsquare. David Lloyd Walker, one of our crossword correspondents, has come up with this well hard wordsquare to keep you amused while the nights are fair drawn in. Right, off you go! There are 35 words to find, and with the letters that you get left over (when re-arranged anagram style) answer the question: "What is the closest thing to your heart?", and we don't mean lungs, spleen or Sally Magnusson. Okay? Good.

ABS
ACCUMULATOR
ALGORITHM
BEEP
BUG
BUS
BYTES
CAT
COBOL
CODE
DECIMAL
DISC
DRIVE
GATE
GOTO
HANG
LOAD
LOOP
MODEM
PAGE
PAL
PEEK
PIXEL
POINTER
POKE
PORT
PROM
PUSH
RAM
RETURN
SAVE
SPRITE
STACK
STOP
SYNTAX

R	O	T	A	L	U	M	U	C	C	A
S	E	T	Y	B	S	C	O	B	O	L
M	G	T	O	C	M	E	E	D	D	L
H	A	E	N	G	T	E	P	E	E	A
T	T	G	N	I	P	U	V	X	D	M
I	E	A	R	T	O	I	I	A	I	I
R	H	P	M	O	R	P	O	T	S	C
O	S	P	E	D	T	L	R	N	C	E
G	U	L	O	O	P	M	P	Y	G	D
L	P	E	E	K	C	A	T	S	U	B
A	N	R	U	T	E	R	L	S	B	A

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Seven World Class Golfers

YS COMPO

Fore!

Little Known Interesting Fact no. 1927. Did you know that *Leaderboard* recently celebrated its first year in the software charts? You didn't? Well it has, if you must know, and to mark this significant event in software history (*Gerron wiv it! Ed*) we are banding together with US Gold to bring you one of 10 copies of the brand spanking new *World Class Leaderboard!* Wow! And all you've got to do is answer this simple question:

Which one of these famous golfers didn't win the Ryder Cup as part of our team late last year?

a) Ian Woosnam
b) Seve Ballesteros
c) Edwina Currie

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Send your entries on a postcard, or the back of a sealed envelope to: I Play So Much Golf I Could Be A GTI Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Get 'em in by 31st January 1988, or you're out of luck!



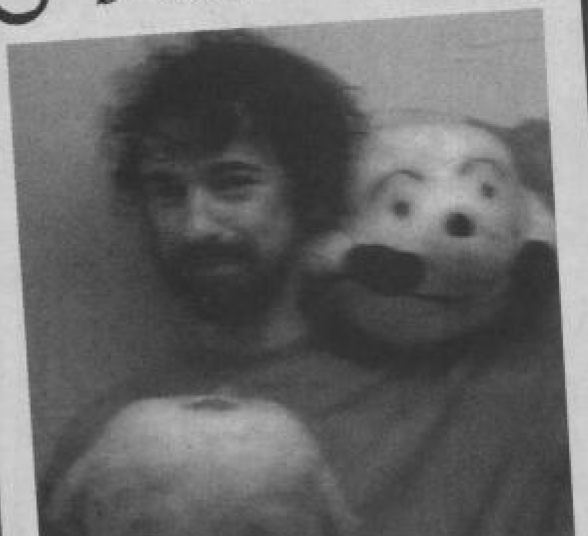
of

INES

to me . . .

atherry! Eat that plum pud!
ce Read them news pages!

Five Heads And Heels!



Our strolling photographer has just handed us this exclusive soft focus picture of the writer of *'Head Over Heels'*, John Ritman. Seen here relaxing with his accomplices, Richard Head and Ms Showya Heels ("Just good friends"), Mr Ritman is quoted as saying that *Match Day II* is going to be "skill". Jackie Charlton couldn't have said it better, matey.

Six Jet Bikes Tooting



The new Code Masters Plus label gets off to a bold start, with the release on December 7th of *Jet Bike* on the Spectrum. This is the first of a new set of top-of-the-range £4.99 budget titles, featuring a 'new concept' in games design. What you get for your fiver is a double cassette pack with two versions of the game. The first is a 'normal' version of the game, with both sides of the tape being used for multiloading of different levels. Then the other tape contains an 'expert' version, a similar but actually much harder version of the same game. Corking value, what?

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Tizers

Did we tell you about *Road Blasters*? We didn't? Well, hold on to your aardvarks, fasten your seatbelts, throw away the incontinence pants and tie-dye your hanky, 'cos you're in for a rough ride. *Road Blasters* is of course the ultra-swift driving shoot 'em up that Atari wowed the arcades with, and it's coming soon on the Speccy from US Gold. Other titles in that company's release schedules are *Shackled*, the Data East dungeon shoot 'em up that may, er, remind you of another US Gold game, and *Infiltrator II — The Next Day*, which even Commodore owners may recognise as the follow-up to Chris Gray's top-selling *Infiltrator* (of many moons ago), which in the now-trad US fashion will be going out for just under a fiver. Useful bargain, huh?

Addictaball, Alligata's scrolling *Batty* clone that made lips quiver and mouths drool in these offices, is now no longer to be released. "Not of reviewable quality" was the cry — haven't we heard that before? Never mind — but it's fab on the ST . . .

More new stuff from Piranha, including *Covern*, *Skimmer* (of which we know absolutely zero), *Halo Jones* (as of *2000AD* fame) and dribbliest of all, *Fungus The Bogeyman*, the gungebucket, so disgusting he makes Phil look like Fred Astaire. All of those are spring titles (boing!) so don't hold your breath, unless of course you like being that funny blue colour . . .

No news as yet of the final resting place of *Magnetron*, Steve Turner's much anticipated follow-up to *Quazatron*. Will it be Firebird, who reputedly "poached" Turner and Andrew Braybrook around PCW time, or Hewson, their previous employers? Who can tell? Watch this space. Yes, that one. Don't you find it makes your eyes go all wibbly?

The big race this Christmas, it seems, will be between the compilations. Which will make it to number one? Elite's *Best of Elite* double pack (8 games for £14.95)? Gremlin's *Ten Great Games* (for £9.99)? US Gold's *Solid Gold* (five brilliant games for £8.99)? Ocean's *Game Set And Match* (10 hit games for £12.95)? Watch the charts — we think it may be *Out Run*.

Victory for *YS* last month at Ocean's mega-press launch in Manchester, when journos competed at forthcoming Chrissy game *Combat School* (arcade version) for a £50 Virgin record token. So who won? All those flash 12-year-olds on other mags who are always challenging all-comers to beat them at any game going? No ho ho! The winner, by a useful margin, was none other than our glorious leader, the rampaging Ms T Maughan, once writer of this humble column! Gordon Bennett, we hear you cry, and so did we! But her noble and entirely deserved victory (her words) was apparently due to her being "completely skillo". Well of course. Now about that pay rise . . .

Finally, our suggestion for this year's rumpiest Christmas bargain. Mastertronic, on its Ricochet label, is re-releasing two classic old games for just £1.99 each. *Knight Lore* and *Alien 8*, when originally they appeared, eons ago, were revolutionary in their impact, and heralded new standards of programming on the Speccy. Even by today's standards, they're still very playable, especially *Alien 8*, which is as beautifully designed as *Knight Lore* but has marginally more variety. Ultimate may long since have disappeared from view, but these are worthy memorials.

ROMANTIC ROBOT *present*

1988 – THE YEAR OF THE ROBOT

For 2 years we have been saying that MULTIFACE IS THE ESSENTIAL SPECTRUM COMPANION. Our adverts tried to describe on one page what reviews uniformly praised on many. We believe everything was said about it already (please send a SAE if you missed it) and everybody – even the extraterrestrials – knows that when it comes to copying Spectrum programs between **tape/disc/cartridge/wafer, there is ONLY one way, ONLY one solution, ONLY one product: the MULTIFACE.**

There is ONLY one thing we have not done: we never considered dropping the price, as we feel MULTIFACE is the best value for money (and there is no competition left anyway). But as our bid to celebrate the opening of THE YEAR OF THE ROBOT, you will have an opportunity to buy through mail order ALL of ROMANTIC ROBOT hardware with **£5.00 off** and software with **£3.00 off.** This unique offer will last until February 1988 only – provided the aliens will not get hold of the whole lot first .... Need we say anymore?

The offer includes: MULTIFACE 3 for Spectrum+3, MULTIFACE 128 for any other Spectrum, MULTIFACE 1 for 48K Spectrum, MULTIPRINT Parallel printer interface for 128/48 Spectrum, and the VIDEOFACE DIGITISER – all with **£5.00 OFF!**, also the GENIE disassembler (for MULTIFACE 1 / 128 / MULTIPRINT), MUSIC TYPEWRITER and TRANS-EXPRESS – all with **£3.00 OFF!**



THE YEAR OF THE ROBOT · BE PART OF IT

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ROMANTIC ROBOT UK LTD 15 Hayland Close London NW9 OLH ☎ 24 hrs [Access] [Visa] 01-200 8870 YS

FUTURE SHOCKS

Heigh ho, heigh ho, it's off to preview we go. Snow White and her hideously ugly dwarves have been frootling around the games companies for screenshots and early versions of all the newest in gaminess, and they've come up with some reet tasty little numbers . . .

GAUNTLET II

It's strange, but the game which rates highest in everybody's *Desert Island Disks* (when you add them all together and take away the number you first thought of) is that corky old arcade license *Gauntlet*. So armed with this nugget of information, it comes as no surprise that US Gold would want to do a sequel called, predictably enough, *Gauntlet II*. The game has all the fast action and addictive qualities that made *Gauntlet I* such a hit, but has so many new features and characters that it's hardly the same game at all. Apart from the Ghosts, Grunts, Demons, Robbers, Deaths and Sorcerers that you had before, in the new game you've got Super Sorcerers, Acid Puddles, ITs, THATs, and 100 of the weirdest (some randomly generating) maze rooms you've ever seen! From the demo that we played, the speed of the game has also been stepped up a notch, with much faster running characters and firing. There are other features too, like stun tiles and hazards which seriously affect your health rating if you bump into them. Stun tiles are particularly interesting as when you walk into one, it prevents you moving for a few seconds which of course means you can't avoid anyone else's shots. There are forcefields too, stretching across wide bits of corridor, sapping health points if you touch them. Plus there are the secret walls which, if you touch them, transform into something else, a row of treasure chests, food, potions or even a row of monsters! Even the exits are not what they seem, popping out of sight one minute, and then nipping up somewhere else the next.

Gauntlet II looks all set to transplant its predecessor as the game you all reach for in times of trial. It'll cost you £8.99 and should be out in time for Christmas. (Christmas tip: Photocopy this Future Shock and Sellotape it to your parents foreheads if you want them to buy you this game!)



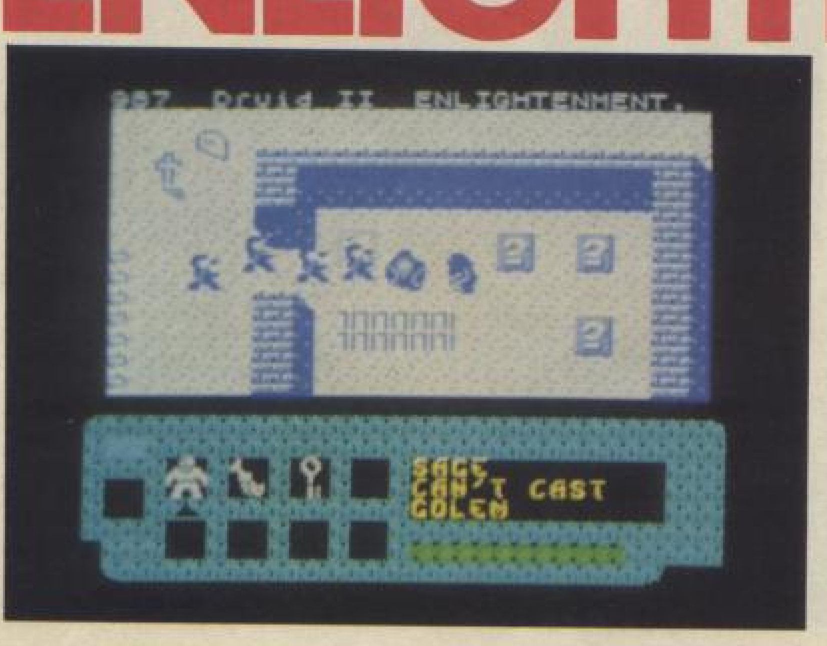
Oo-er! Look at all those stun tiles! How on earth am I going to get round those without getting nuked? Enough of this, I better run around a bit, I s'pose.



All is not as it seems, for if you touch the walls they transform into slavering monsters. Exits are a bit slippery too, popping up all over the shop.

ENLIGHTENMENT

DRUID 2



This apparently continues the adventures of Hasrinaxx who returns to Belorn after 103 years, which doesn't seem too far from the truth since if you can remember the exact details of *Druid I* then you're probably about the same age. The blurb also says this sequel is 'eagerly awaited', i.e. everyone's forgotten about it.

Anyway, down to the game and there are 32 different spells to play with, 15 levels and plenty more whatnots simply described as features. This is an early screenshot so expect the finished article to look a mite slicker. *Enlightenment's* out soon (probably in the early new year) from Firebird, at £7.95 — what price the freedom of Belorn, huh? See the next ish for further developments . . .

FUTURE SHOCKS

MATCH DAY 2



Judging by the *Desert Island Disks* chart the first *Match Day* was one of the most popular games ever released on the Spectrum — and this one's even better! We'll have our usual detailed review next month, but for options, variety of play, action, excitement and realism this is unrivalled — take our word for it! Jon Ritman and Bernie Drummond may have paid us £100,000 in used notes, but they needn't have because we're already hooked — and we haven't even played the game yet! Drool drivel gosh! When's the next flight to the Bahamas? Lucy, call the airport....

Publisher's Note: Before the editorial team left for their well-deserved holiday beyond the reach of extradition treaties, they asked me to mention that *Match Day II* should be out now, priced £7.95.



PLATOON

Yo ho! Grim anti-war movie converted into rip-roaring rampaging shoot 'em up shock! Or possibly not. Whichever the case, Ocean's calling this the best program it's ever done in-house, and at first sight it looks quite unusual. It's a game of six parts, taking you and your men through the jungles of Vietnam, into villages and networks of underground caves, while all around you lurk booby traps and ambushing parties (hey, let's pa-a-arty!). Well, s'pose it's better than staying in and watching *Play Your Cards Right*. Because, let's remember, points mean prizes. The game, meanwhile, is not quite ready but should be in the shops by January. Watch out for more info about this potential blockbuster....

WHERE TIME STOOD STILL

(Call the actor with the loud and boomy voice.) Deep in an unexplored region of Tibet, a plane has crashed. Well it would do — you were the pilot. Unfortunately, something rather odd has happened — call it a time warp, a space warp, or a creaky plot, but you find yourself in a lost world full of dinosaurs, cannibals and, according to the blurb, 'viscous pygmies', which must have been hard to animate.

The game's been designed by Denton Design and it's reputedly 50 times larger than *The Great Escape!* It looks as though you'll be able to get it only on 128K too, which may explain that. The demo's a bit of a mystery, but all will, no doubt, be revealed when the finished product eventually appears early next year. Like its prequel, *Where Time Stood Still* it will be on the Ocean label at £7.95.





SALAMANDER

Oo-er, that classic (read 'old') arcade game *Salamander* has finally made it's way to the Spectrum, least it should have by the time you read this — or was that just an idle threat.

Salamander itself is a shoot 'em up in every sense of the word, lots of mindless violence, ya-hoo. It's a bit like *Nemesis*, but as a spokesperson at Konami says, 'It's, er, much better'.

As you start, the screen scrolls from left to right, and then once that is complete the screen scrolls up — this carries on in a similar fashion until you are finally killed. We know no more, except that two players can play at the same time, and that the attractive screenshot of the loading screen was taken using quite unusual 6 by 4.5 film. Vely intelesting.

FUTURE SHOCKS

BOBSLEIGH



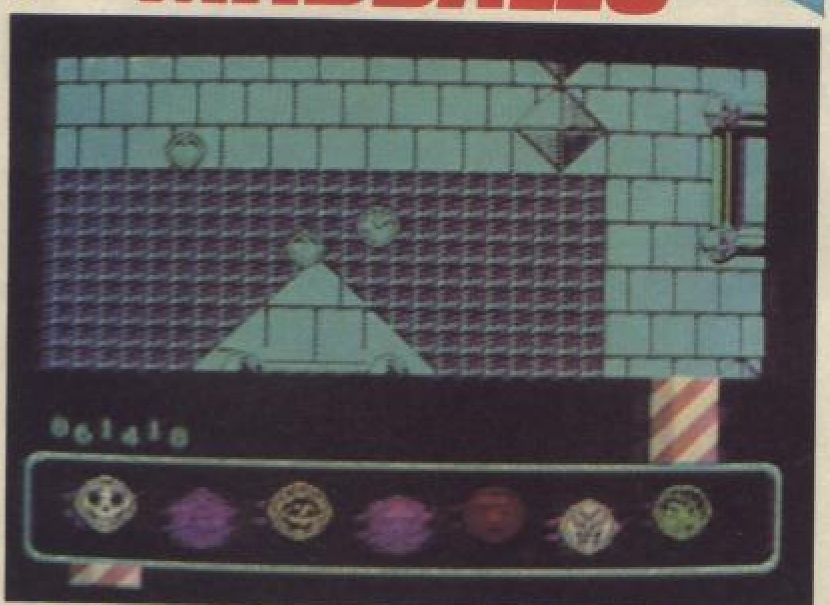
Whoosh, Whoosh — Hoop-a-la. We're riding along on the chest of a slave, er no. That's wrong. Anyway, enough of this, for we must tell tale of Digital Integration's newie, *Bobsleigh*.

If you've always wanted to race along on a rickety bobsleigh at speeds of 80mph risking life and limb, but couldn't 'cos mum wouldn't let you ruin your best pully — maybe this simulation could help satisfy your strange desires.

There's a choice of 6 tracks to kill yourself on, and you can also go with a friend too in the two-player suicide attempt. But there's more, and if you stay alive long enough to win a race, you can use the sponsorship money to buy even faster (more dangerous) bobs.

It should be around soon with a price tag of £9.95 — which ain't a particularly cheap death by our reckoning. Still, it makes a change from dying at the hands of the great green monster from Zarrg.

MADBALLS



Oh no! Not more ball jokes! Oo-er! No, let's raise the tone for a moment and tell you about *Madballs*, yet another nouveau jeu from Ocean. This one comes from the fiendish brains at work in Denton Designs, and is based on the toys and TV cartoon series. You're Dustbrain (*Oi! Don't get personal. Ed*) and determined to become dictator, you try and capture your fellow Madballs and enlist their help, without falling into the many traps on each level. Sounds a bit Third Reich to us, but never mind. There — not a single ball joke (oo-er!). Damn! Oh well, it's out before Yule and'll set you back a mere £7.95.

GARFIELD

Nothing's so big that you can't eat it! That's the motto of everybody's favourite cat of the moment (Phil's too! Ed) and star of The Edge's new game, Garfield. Just like Crocodile Dundee, there's a little bit of him in everyone — a lazy, porky, coffee slurping puss, with a penchant for kipping and beating up stupid dogs. Yes, Odie the stupid dog is in the game as well as all the burgers, cups of coffee and fizzy pop you can drink. *Garfield* should be out in December, priced at £7.95. Prrrrrrr!



DUSTIN



Well it might not be called that over here, but this is a sneaky sneak preview of a forthcoming game from Dinamic, Ocean's little chums from Spain. Dustin, as he's known in the nick, is your actual jewel and art thief. He can't be a very good one, though, as he's currently locked up in a high security pris called Wad-Ras. It's up to you to get him out.

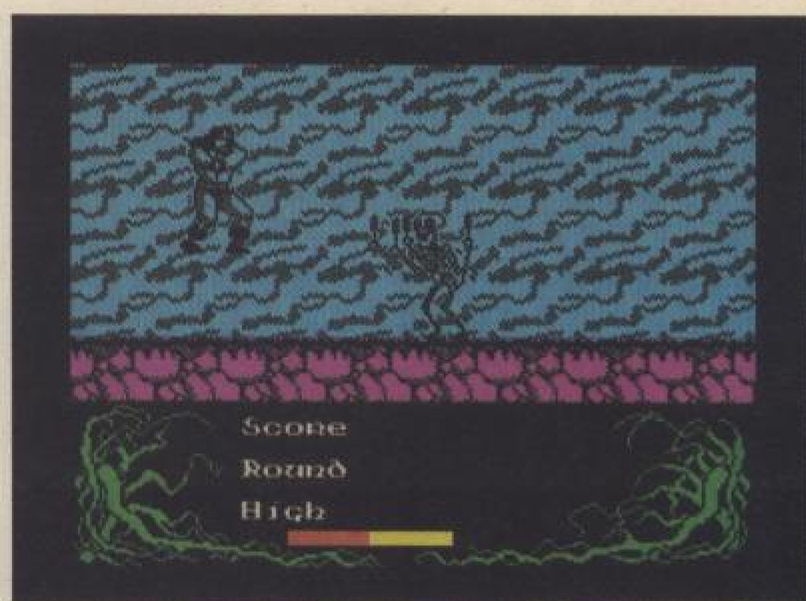
It looks like a bit of an arcade adventure type of thing since there are so many bits and bobs you've got to collect to get anywhere — but it's a nice 3-D view of the prison camp and as you can see, the graphics are kind of neat. All in all it looks like a bit of a departure for Dinamic. We have no idea of a UK release date, but you can be sure it'll be at Ocean's usual price of £7.95. Or if you've got enough pesetas, it's already out in Spain.

FUTURE SHOCKS

ROLLING THUNDER



Here's a minor scoop-ette (unless of course everyone else has got it as well): the Speccy conversion of Atari's corky coin-op, *Rolling Thunder*. Coming 'in early 1988' from US Gold (for £8.99), it's a zappy action-filled arcade game that'll be familiar to arcaders everywhere — yes, even in Leeds. The plot's as daft as usual — some drivel about undercover Plods trying to expose a secret organisation plotting to take over the world — but the game's a bonecruncher! As 'Albatross' (code name, you see) you have to infiltrate the enemy HQ, jump about killing people with all your amazing weapons and free some hostages. And they say that originality is killing computer games. Still it's a good blast, and judging by this early screenshot, the Speccy version will be too.



RASTAN SAGA

Hey! Played this in the arcades? We have and it's FAB! And astonishingly enough, Imagine's conversion looks, in its early stages at least, fairly faithful. Six levels of bloodcurdling thrills, and possibly even spills, are there to be conquered as you guide Rastan the Barbarian all over the place so he can waste a few evil wizards. The wizards aren't exactly enamoured of our hero either, as every step he takes is dogged by demons and nasties, while the path itself is perilous and probably full of potholes. After all, we don't want ol' Rast to twist his ankle, do we? Well, you'll need nerves of steel and a will of iron to get through this, and probably a good dose of rustproofing to boot. Out pre-Chrimble at £7.95.

CLEVER & SMART

Here's a novelty — a Speccy game from Germany! Gott in Himmel, mein Herr! Apfel Strudel, mein klein Pumpernickel! Und now, let us konsider der Weltanshauung und Zeitgeist of zis game, *Klever Und Smart*. *(Wot? Ed)* For zese are kharakters from a Deutsch komik strip (like Asterix or Tintin) and v well known in the land of the Wiener Schnitzel.

Klever und Smart are private detectives, und they are trying to free der kednapped Dr Bakterius. Klever kann disguise himself, und Smart is just v brainy. Good fun ve think — it'll be ready when someone's managed to translate it into Englisch. £8.99's der Preis, und das label is Magic Bytes. Vorsprung durch Technik, mein Führer . . .



THOSE YOU HAVE LOVED . . .

. . . yes, we know it's usually called 'COMING NEXT MONTH', but we thought that this would be an excellent moment to look back over all the months and ask what happened to all those games we promised to feature but which never turned up. So what happened to *Frankenstein* (CRL), or to *Nigel Mansell's Grand Prix* (Martech)? And *The Hunt For Red October* (Argus)? Remember *Cyborg* (CRL)? And what about *Cholo* (Firebird) — first promised in June? Well, in the next issue we guarantee to feature every single one of these games. Or possibly not. Ah, but you never know . . . *(Oh yes we do. Ed)*

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

WOLLOP!

Cor! What a man! Wauurrrrrr!! What a hunk! At last, my desperate search has been completed. I have found a *new idol!* After seeing your line-up of 'chunks' in the September issue, I suddenly realised that I wasn't quite so desperate as to consider Phil South for an idol after all. I decided he was too ugly to be *anybody's* idol. *(Sob! Phil)* The same applies to Peter George (are you sure he's human?).

Marcus Berkmann can be summed up in three words: cute, but fat. But then... my eyes fell on *his* picture, and I took a sharp intake of breath and screamed WOW!! My heart leapt as I studied Darrell King's face. Even now my heart pounds every time I think of that clean-shaven, strong chiselled jaw and those piercing... er... black and white eyes.

Who is this guy! I thought. I've got to know more about him. For example:

1) Who is he?
2) Where have you been hiding him all this time?
3) How old is he?
4) Does he model for *Playgirl*? If not, why not?
5) Is he married?
6) What's his bank balance?
7) Is there any chance of me having a peek at his life insurance policy?

You'll have to excuse me now, but I must dash off and smother Darrell's picture with kisses for the 8,976th time.

Claire "I love Darrell King" Terry
Coxford, Southampton

Lucky old Darrell, eh? I do think you've been a bit hard on Phil and Peter, but I totally agree with you about Marcus. In answer to your questions: 1. Darrell is the Designer on YS, which means he's très trendy. 2. We haven't been hiding him — he's just very shy. Like a badger, he only comes out at night. 3. Twenty-three. 4. He doesn't model for Playgirl because he models for a more superior magazine — this one! 5. Only to his job! 6. Raisonable. 7. Don't be disgusting! As your picture of Darrell has probably gone all soggy by now I'm printing another one for you to dribble over. **Ed**



ROGUISH BEEFCAKE

STAR LETTER

After seeing your reply to our previous letter, we came up with this poem:

Peter George is such a sight
He really gave us a fright
With his face so haggard and hairy,
Does he know that he's so scary?

With his scowl so mean and black
It's enough to give anyone a heart attack.
As for being butch and manly
There are sexier teddies inside Hamleys.

After all he's not that bad
This roguish beefcake of a lad,
With looks so dark and jaws so square
It's such a shame about the facial hair.

In the photo he looked so nice
Now he's got us thinking twice.
Ed, why don't you do him a favour?
And supply him with a razor.

Helen and Elaine
London SW9

There's only one poem which really sums up Peter's success with girls!

Georgy Porgy pudding and pie
Kissed the girls and made them cry
When the boys came out to play
Georgy Porgy ran away

You're right about the razor — it's the only thing that'll put him out of his misery! **Ed**



MISTAKEN IDENTITY

Okay you guys and gals — drop everything! This is it — the biggy! Forget that thing called Spectrum, and throw your trainspotting equipment in the bin, 'cos a new craze is about to hit the world!

Geddout your back issues of YS and take a gander at those cut-price software ads. Now spot those mistakes! ...Tantalis (surely not *Tantalus*?), Hydrofoil(?), Transformal(?!), Eat Worm (eugh!), Exagon (not *Exolon*, by any chance?), and Dark Septre to name a few.

What do I want for sparking off this new craze? Well, a Spectrum +3 (*Knew that was coming, somehow. Ed*), a lifetime supply of YS, a Porsche, all the new software, a packet of polos, a Videoface Digitizer, and an Opus Discovery 2 would do very nicely, but I'll settle for a mention in your great mag!

Stuart Green
Strensall, York

PS How do you increase the IQ of the YS team? Sack Phil South!

Stuart, your letter was so entertaining, that we feel we must give you one of those prizes you asked for. So we've just written them all down on pieces of paper, put them into a hat, and now we're going to pick one out completely at random! (Drum roll) And the result is... Stuart, you are the lucky winner of a packet of Polos! Or at least you would have been if Phil hadn't eaten 'em. Oh well, never mind, but a badge is on its way. **Ed**

WIGGLY TIPS

Here's a small tip which could help you solve your loading problems. If you have a game and you've tried every volume possible to load it, try this. If you look at the tape recorder you'll find above the row of buttons, a small hole and in the hole is a screw. The hole is there to adjust the head of your tape recorder. If you have a very thin star screwdriver, simply take your tape out, press play, put the screwdriver down the hole, and slightly adjust the head clockwise or anti-clockwise, then load in your tape. Keep on doing this until it loads, but remember, don't run it too far anti-clockwise or the screw will come out! Unless it's a very bad copy this will load it.

Tom Burns
Kilbirnie, Ayrshire

That's brilliant — unless of course you've got a Spectrum Plus 3! **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



This month's hilarious (I don't think! T'zer) doodle comes from Victor 'spider' Bell of Clifton, York. Scooby Dooby Doooooo!

Letters

SMALL PRINT

I want my badge now because this letter took two and a half hours to write.
Keith Sinclair, Kelty, Fife
Only two and a half! This reply took a whole week! **Ed**

It might interest you to know that I'm having my tea break, and I'm writing this in a public lavatory in Hammersmith,
"Mad" Mike Stone, London W12
It doesn't! **Ed**

This is not for the letters column but if it was, it would easily win the Star Letter.
Philip Ray, Andover, Hants
You want a bet? **Ed**

This letter was written under the influence of Pritt Stick.
Thurstan Felstead, South Ruislip, Middx
Hey, like wow man. That's like totally awesome! **Ed**

Hi, do you know that you're awfully good looking for a meatball?
Khalid Jamil, London NW2
You don't mince words, do you? **Ed**

X-TRICATED

I would like to draw your attention to an advert on page 83 of September's YS. What is this computer magazine coming to? On page 83 there is an advert for X-rated Adult-Only games. What perverse person wrote such trash for the Spectrum? How can a highly respected magazine like YS publish such ads? Surely you are not that desperate for money that you find it necessary to degrade the mag with "X-rated Adult-Only Games".
Martin Stonebridge Ipswich, Suffolk
PS When are you going to review these games?

After noticing the advert myself, we wrote off for the games to see what they were like. It only took a quick examination to decide not to run the adverts any more. And no, we certainly will not be reviewing any of these products. What do you think we are — perverts? **Ed**

HE SLIMED ME!

YS is not only great to read, but it comes in handy for Speccy faults. I tried to load my fave game (*Ghostbusters*). To my utter disgust every time I loaded it, the screen went blank. I got so cross that I hit my Speccy with the May copy of YS. I loaded *Ghostbusters* and guess what? It played for yonks after that and I still have that May copy. I read YS every month and think it is fab. If you don't print this in the Star Letter slot my mum will stop me reading YS for five months (we bet five YSs). My mum needs the three fave games for my dad's birthday.
Nicola J Herbert
Wilmslow, Cheshire

Glad to hear YS comes in so useful. We've found it particularly handy in keeping Phil on his diet. We simply roll up a copy of YS, preferably the October issue, and stick it in his gob so he can't eat. Amazingly enough it also keeps him quiet. **Ed.**
PS Sorry but you don't win the Star Letter this time — you'll just have to write in again!



TRAINSPOTTER AWARD

DR NO NO!

Memo from M to Agent T'zer: Commander Bond, 007, has drawn my attention to the July issue of your magazine, which contained some innaccuracy about those actor chappies who have portrayed him in the cinema.

Miss Moneypenny has diligently scoured the files and has found that the first person to play James Bond was an American actor named Barry Nelson, in a version of *Casino Royale* made for CBS Television in 1954 — a full eight years before Sean Connery was to become Bond in Dr No.

In your magazine, the question raised was which actor named Niven played Bond in the first ever Bond film, *Casino Royale*, and our intelligence section feels that this is where the confusion has arisen. David Niven did indeed play 007 in a version of this film but this was what is known as a 'spoof' version and we don't like to talk about it too much.

Commander Bond would be grateful if you would set the above facts out for your readers. He also made reference to something called a 'Trainspotter Award' and something about exploding joysticks if he didn't receive one. Send him a badge or something to keep him quiet.
M (alias Chris Fallon, Runcorn, Cheshire)
PS We have just learnt that one of your cartographers (look it up) is a double agent. His name is Mischa Welch and his work has also appeared in *CRUSH* magazine. Liquidate him at once.

Well, there's a thing! I've never heard of Barry Nelson but I'm sure you're right. I don't really fancy having a joystick explode in my face so I'll send Bondy Babes a badge as you suggest. Is your PS written in some sort of code? 'Cos we don't actually have any rag and bone men working for us. Well, except for Kippers Cox the publisher. **Ed**

BLIND DATE

While looking at the rules for the Slaine Warp Spasm compo in the October issue of YS I noticed that the second rule was: "You'd be out of your hero harness not to get your entry in by September 30th." I know YS goes on sale a couple of weeks before the month on the cover, but shouldn't you give the readers more time to get their entries in?
Fiona Collinson Kirkliston, Edinburgh
PS I think *Batty's* brill!

Oops! You're right. The closing date is in fact the 31st October. Sorry about that. **Ed.**

KINDLY LEAVE THE STAGE

This month's crap jokes come from **Steve Clay** and **Claire Terry** *(What? Her again? Ed)*, so blame them, not us.

Q What is green, squashy and spends a lot of time underwater?
A An avocado with an aqualung!

Q What goes in stiff and dry, comes out limp and wet and gives pleasure to two people?
A A teabag!

Q What do you do if an Irishman throws a pin at you?
A Run like hell — he's got a grenade in his mouth!

Do you know any jokes that make these sound like Oscar Wilde? Then don't delay — send it to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE, and if it's really that bad, we'll print it and you'll win a YS badge! Cool? Frozen.

DESERT ISLAND DISKS



This month's castaway is **Marcus Light**, whose splendid choice of name is reflected in his splendid choice of games (*Who's writing this rubbish? Ed*)

Exolon/Hewson
I like a good blast! (Okay, I admit it, I'm a masochist!)

Starglider/Rainbird
A good game for people wiv' spare £15s crunching around in their pockets! Great fun though!

Zynaps/Hewson
Yet more blastin' — Aaaarrggh! Any more and I'll turn into a homicidal maniac (but wot's new?)

Arkanoid/Imagine
Ooooh! It's *Breakout* with a new hair-do. A puh-retty good bash if I may say so!

Little Computer People/ Activision
A great little game... just think of the possibilities... having a shower is one that springs to mind ('cos I'm a bit like that). Pity that you can't control your own little T'zer though!

Barbarian/Palace
I just lurve beat 'em ups. Smack, biff 'n' wallop! I never win though 'cos I'm a wimp.

Sentinel/Firebird
Oooh! Let's do a bit of absorbing. This is the ideal game for a castaway, 'cos it takes years to complete!

EastEnders/Macsen
Well I've got to have something to eat, haven't I!

What are your eight fave games? Write to Desert Island Disks and tell us. You could win a badge and three brand new games! Yabba dabba, er, doo!

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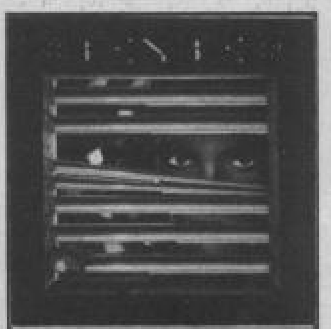
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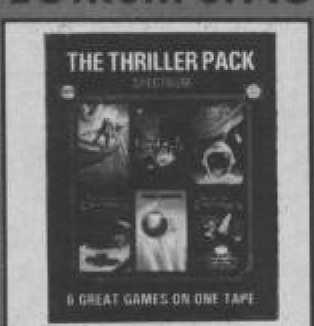
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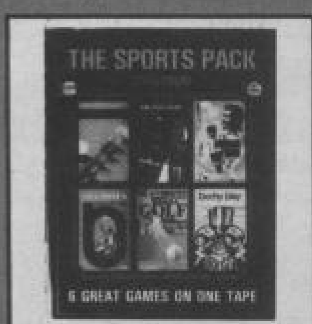
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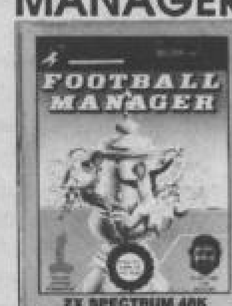
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THANK YOU

YOUR EXCLUSIVE GREMLIN GAME!

MOLEY CHRISTMAS

Road Race drove you round the bend, _Batty_ sent you batty, and _Play For Your Life_ put everything in the balance. So what's our last game-on-the-cover (for the time being)? Only a brand new Monty game from Gremlin, that's what. Are we skill, or are we skill?

FOLD

FOLD

EXCLUSIVE TO YOUR SINCLAIR

Moley Christmas



© GREMLIN/YOUR SINCLAIR

Moley Christmas

CONTROLS

Moley Christmas detects your joystick type automatically, whether Kempston, Sinclair or Cursor. Or if you prefer keys: Q – left. W – right. P – up. L – down. SPACE – fire.

HOW TO PLAY

Well there can't be too many people on this planet who haven't played a Monty game before – the Pope, perhaps, and possibly Barbara Cartland – but just in case you do come from Betlegeuse, here's the gen.

Moley Christmas is a platform game in which you must guide Monty around various screens, jumping, climbing, dodging and picking things up.

Screen 1 shows Monty at Gremlin where he has to pick up all sorts of things, but most crucially, a computer listing (of the game, you see). Then it's onto Screen 2, the Mastering Plant. Monty must drop off the listing and pick up the master tape at the other end, while avoiding mole-eating tapes and other equally bizarre nasties.

Screen 3 is the Duplication Plant, which makes the cassettes from the master tape. Although we're putting over 100,000 *Your Sinclairs* out on the streets with Monty on the cover, the Gremlin programmers made their own estimate of our circulation, so Monty has to pick up how many cassettes to bring to London? Eight. Thanks, lads.

Screen 4 is the M1, on which Monty tries to hitch a lift to the Great Metrop, and the final two screens show the *YS* offices and the newsagents you've just bought your copy from. What, do you mean you've only bought one copy? Go out and buy three more this minute!

FOLD

FOLD

You can't knock it, can you? What other mag in the known universe hands out spanking new games for just 50p (rather than just demos or half a screen masquerading as a game)? And for the latest of our cover extravaganzas, we have what can only be described as a world exclusive (scoop, shock, horror, probe) – the final, the ultimate, the very last Monty game!

And more than that, it's completely exclusive to the skillest Speccy mag of the age – *Your Sinclair!* Those wacky funsters at Gremlin have written this especially for us – and therefore you – so you won't see this anywhere else in the world. No, not even Ipswich. If you want the final Monty game in all eternity, you'll have to buy this magazine. Don't leave the newsagents without it!

Six screens of positively molecular action await you as Monty comes out of retirement yet again to take part in his most daring challenge yet – getting this game from the programmers onto the cover of *Your Sinclair!* Now you may wonder how this game has got onto the cover if you have to play it in order to get it onto the cover. So do we. Phil's got quite a stomach ache trying to work it all out (*You sure that's not hunger? Ed*).

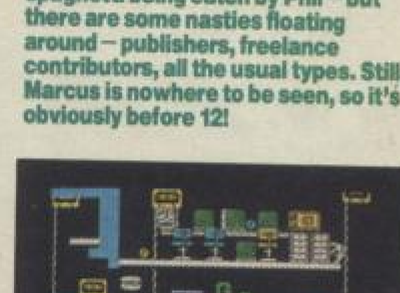
But that's enough of this, or indeed that. Before you load it up and get Monty in, chew on this. If you get past the sixth screen there's a special message screen to congratulate you on finishing the game. What does it say? The first person to send in the correct answer will win 15 games from the *YS* library – can't be bad, eh? But be warned – the last time we did anything like this (*Batty*) we got the first reply within 48 hours of the mag hitting the streets. Cooee! So if you're quick off the mark, write to Monty Challenge, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And let's have some hints 'n' tips, huh? We hope you enjoy it. Moley Christmas!

TAPE TROUBLES

If your copy of *Moley Christmas* fails to load, even if you've corrected your deck with an azimuth alignment program and screwdriver, here's what you do. Send the tape in a large, strong envelope to Monty Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self-addressed envelope with at least 18p on it. Please don't phone or send your game to the office as we cannot deal with the problem here. The exclusive copy of *Moley Christmas* is only available on copies of *YS* sold in the UK, and on all subscription copies. Sorry, we can't send copies abroad on request, so if you want any of our exclusive cover games, get a sub! There may well be another free game on the cover before long – so look out for news . . .



The *YS* offices look strangely tidy – no huge piles of papers, no unlabelled cassettes, no wire spaghetti, no real spaghetti being eaten by Phil – but there are some nasties floating around – publishers, freelance contributors, all the usual types. Still, Marcus is nowhere to be seen, so it's obviously before 12!



At Gremlin, on the other hand, things look very busy. Are the company's programming suites really full of luscious large breasted young lovlies? And when's the next train to Sheffield?

PIRANHA

YOGI BEAR

Hey Hey Hey!
Are you smarter than the average bear? You'll need to be to get out of this one. Boo-Boo's been bear-napped and must be rescued before hibernation time. Hunters, mooses, vultures, bees, caverns, geysers as well as good old Ranger Smith are determined to stop you!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95

TRAP THROUGH THE DOOR

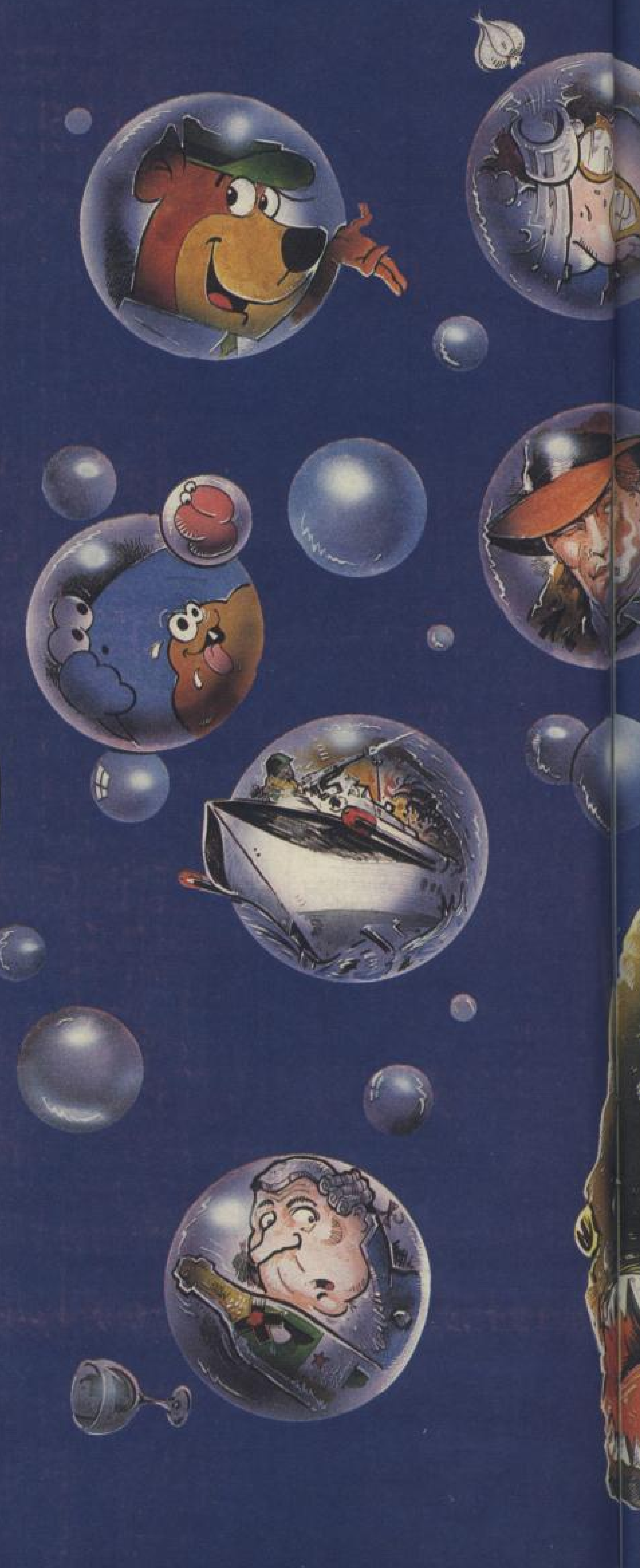
Berk is back!
Now you can actually explore the dark and nasty regions for yourself as you try to rescue your friend Boni, trapped in the murky depths. Along the way all sorts of creepy critters will try to spook you in exciting arcade action!

Spectrum Commodore Amstrad
Cassette £8.95 Discs £14.95

FLUNKY

The Royal Family as they have never been seen before! This is your chance to work at Buck House — as a menial manservant. Your job is to cater to the residents' every whim, but you'll need cunning, strong nerves and quick reactions if you are going to avoid a nasty end.

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ATTACK!

Piranha



ROY OF THE ROVERS

Melchester Rovers is under threat of closure from greedy property developers. On the eve of a special celebrity match organised to save the club, Roy's team mysteriously disappears. Unless he rescues them he may end up facing the opposition alone!

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JUDGE DEATH

Megacity is being terrorised by the Dark Judges — Death himself and his cronies Fear, Fire and Mortis. They are dedicated to putting an end to life itself. As Judge Anderson you stand alone. Only your psychic powers and blazing gun can save Megacity!

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Powerful, manoeuvrable and deadly, the Gunboat under your command carries the most lethal waterborn weaponry to date. Deep in the complex maze of fjords and canal systems are your targets — huge submarine pens. Your mission — to seek and destroy!

Spectrum Commodore Amstrad
Cassettes £8.95 Discs £13.95

For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty, direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633.

Piranha

Megagame Preview

MASTERS OF THE U

Meanwhile on Eternia™, Phil South™ battles against *Masters Of The Universe*™, the new game from

Just when you thought it was safe to go back into the toyshop... *Masters Of The Universe* leap out at you from every window, magazine, TV, and now from the cinema with the Christmas release of the Masters movie. Dolph Lundgren plays the part of He-Man, the blonde balloon factory explosion we all know and love and Frank Langella (who played Dracula in the soppy 1979 American version) plays the evil Skeletor. (For more of this see this month's Rachael's movie review.)

The story goes that Skeletor and his chums have just beaten the choccy out of He-Man and Co on their home planet of Eternia. Skeletor, and his sidekick Evil-Lyn, are after the power held by the Sorceress of Greyskull Castle, and now they have it! (Dann-dan-daaaaaannnn!) He-Man and Teela escape and meet with a cheery little gnome called Gwildor, who shows them a small glittery musical object, his Cosmic Key. With the key you can travel anywhere in the cosmos, which they do when confronted by Skeletor's men. But wouldn't you know it, because Gwildor pressed the key randomly in a moment of panic, they arrive in America in 1987! *(Amazing! And cheap on sets, too! Ed)* It's at this point that the game begins. You play the part of He-Man, as he tries to find his way back to Eternia. He-Man, Teela, Gwildor and some guy called Man-At-Arms are separated by all that cosmic travel (funny that!) and must gather eight chords to repair the Cosmic Key. The game takes place in a compendium of exciting subgames which tell the key points of the story in easy to swallow chunks.

The graphics (as always with Gremlin) are first rate and the overall impression of the game is one of fast and zappy action from start to finish. In the end, you face Skeletor back on Eternia, and in your battle to the death you settle the question of who will have The Power! Phew! It's so exciting I can hardly contain



Illustration: Kev Hopgood

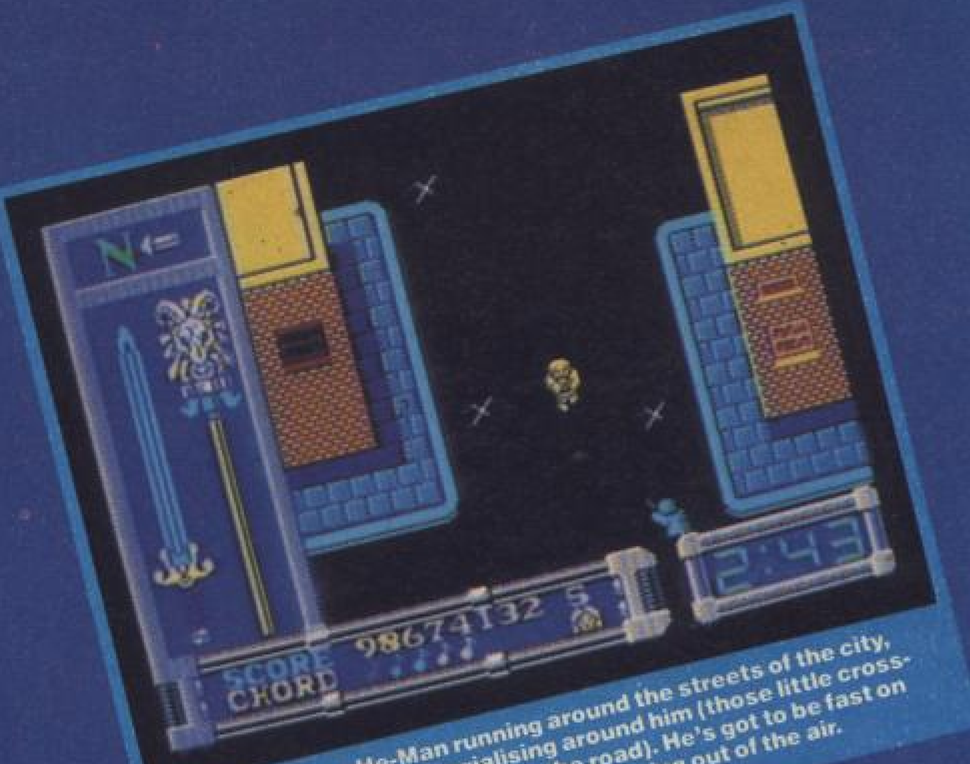
NIVERSE™

Gremlin Graphics™... He has The Power !

myself. All this nipping around on flying disks, blamming Skeletor's bullyboys and rescuing Eternia and the known universe at large is a bit much, especially before breakfast. But good will win in the end, it always does...
Doesn't it?

FAX BOX

Game	*Masters Of The Universe*
Publisher	Gremlin Graphics
Price	£7.99



Here we can see He-Man running around the streets of the city, with Skeletor's men materialising around him (those little cross-shaped twinkles you can see on the road). He's got to be fast on the draw with so many baddies just popping out of the air.



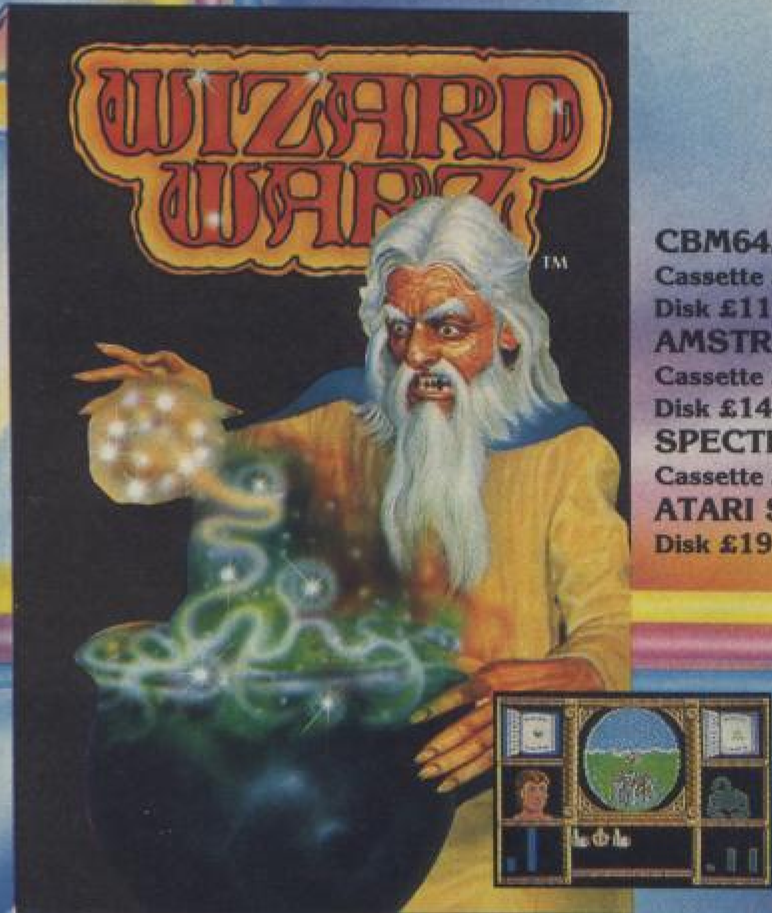


The screen on his communicator goes fuzzy, and suddenly the face of Gwildor appears. He tells him to go to the Scrap Yard, because Beast Man and Blade have got them pinned down. With a mighty bound he leaps to their aid.





It seems quiet here at the moment, nobody around... scrrriich... that sounded suspiciously like a sword being drawn. Suddenly Beast Man is upon him, his powerful arms around his throat, and Blade aims his bladeshooter directly at he-Man's head!



CBM64/128
Cassette £9.99
Disk £11.99
AMSTRAD
Cassette £9.99
Disk £14.99
SPECTRUM
Cassette £8.99
ATARI ST
Disk £19.99

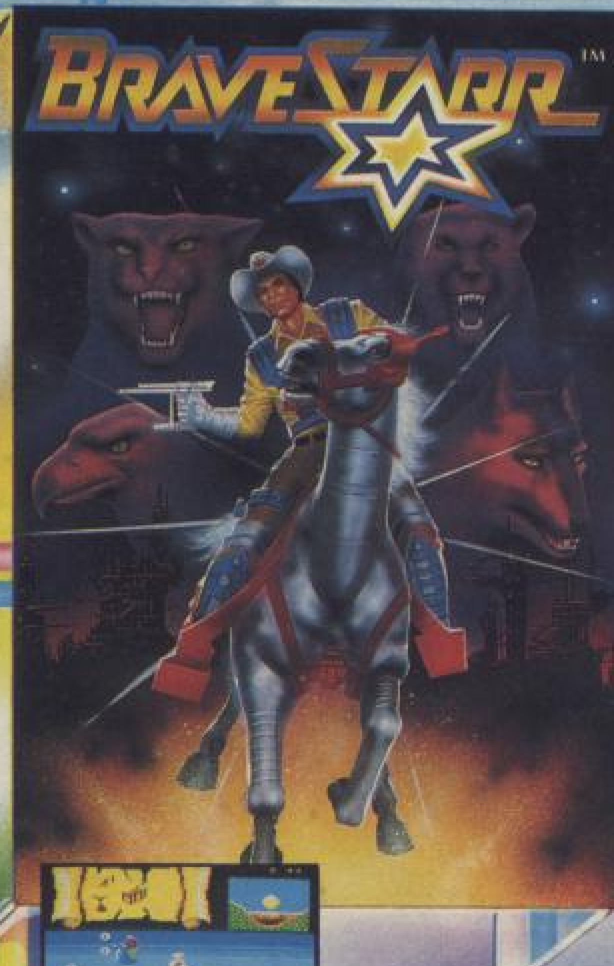
GO!

A revolution in standards of quality and entertainmen has taken place in the software world!

WIZARD WARZ

A game that takes fantasy role playing one step further. Witness the superb graphics that set Wizard Warz apart from other strategy games and see the effect of your spells as they hurtle across the screen combining fast moving action with depth of gameplay in a true fantasy role playing game that's a real strategical challenge.

Screen shot from CBM version



BRAVESTARR

The discovery of Kerium on the planet of New Texas brings a rush of fortune hunters... some are good, most are bad, outlaws and gamblers, terrorising and robbing. Out went the cry for an army of lawmen, but in reply the Earth Council sent one man – Marshall Bravestarr – he was enough! A man of determination and courage, blessed with amazing animal powers that give him unimaginable capabilities. He needs them all in overcoming a world full of rejects and scum led by the malicious and greedy TEX HEX. In an era of imitations Bravestarr is an original. A compelling mix of the exciting and unusual bringing into one the legendary old West and the space frontiers of the future.

Screen shot from Amstrad version

CBM64/128 Cassette £9.99 Disk £11.99
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SPECTRUM Cassette £8.99

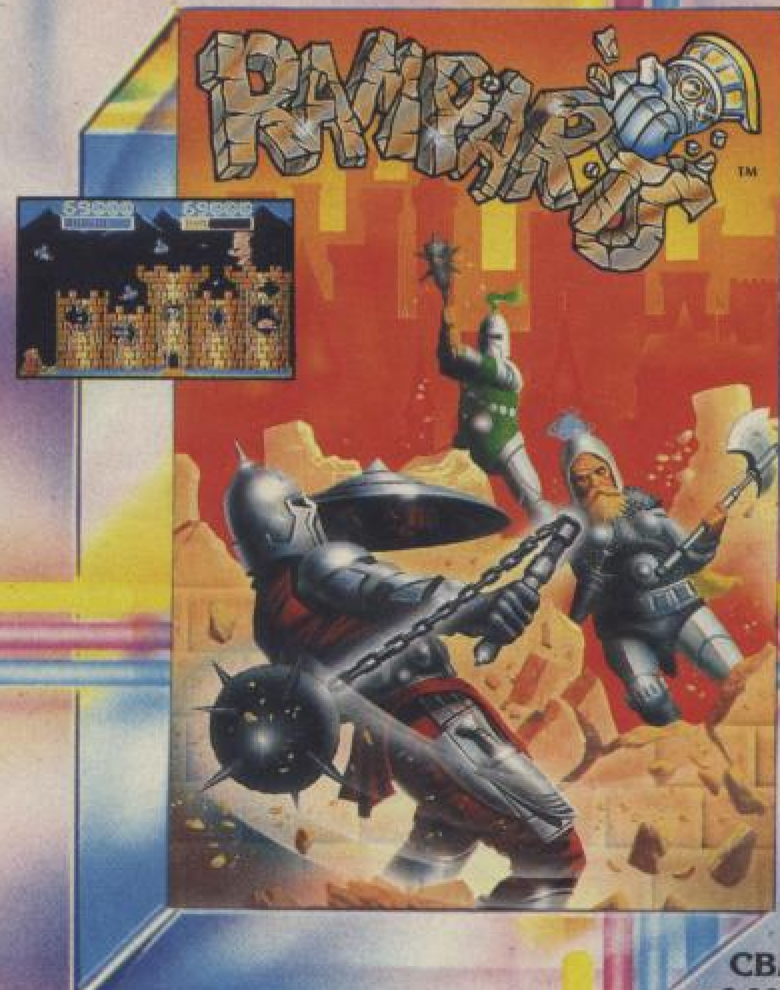
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FOR IT!

s
ent

Exciting scenarios, fast-moving action, remarkable graphics – GO! – a frenzy of new titles – don't miss them! The software of tomorrow? It's already here!!



RAMPARTS
Knights in shining armour you certainly are not, more like black hearted villains as your marauding trio run riot, laying waste to fortress after fortress. There'll be resistance from the peasants and gentlefolk but let that not deter three evil minded rogues on a path of demolition and destruction. Compulsive, fast moving action that'll keep bringing you back time after time.
© 1987 Future Concepts.
Screen shot from CBM version

CBM64/128
£9.99 C £11.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£8.99 C



CAPTAIN AMERICA
IN THE DOOM TUBE OF DR. MEGALOMANN
It's the 4th July and the nation is set for an almighty celebration. Into the comparative calm of the White House bursts the manic Dr. Megalomann: "Step down Mr. President, submit to my rule or today America will know a plague from which death will seem a happy release."
No time to lose for Captain America. CIA say there's an unidentified missile located in a Californian Desert. Together you and Captain America can save the free world. God save America!
© 1987 Marvel Entertainment Group Inc. All rights reserved.
Screen shot from CBM version

CBM64/128 Cassette £9.99 Disk £11.99
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ATARI ST Disk £19.99

GO!

"**H**umbug, humbug, humbug. 'Tis the season to be mean and stingey," said Phantom Phil to Mingey Marcus. Hiding in the *YS* prizes cupboard, they hatched an egg, sorry an evil plan. Dan, dan daaaan! **(Altogether now: Boo hiss!)**

"Compos every month, prizes by the score, and just because it's Christmas they'll be expecting a megacompo. Well let them eat cold Christmas pud, because we'll blag all the prizes!" cackled Mingey Marcus, cramming footballs down his cleavage.

"I've got over 1,000 prizes hidden in my drawers" **(Altogether now: Oo-er!)** chimed Phantom Phil, stuffing custard pies in his gob. **(All shout: "Oh no you haven't")**

"Oh yes we have!" bellowed Mingey Marcus and Phantom Phil.

Enter our hero, Dick Whimpington, The Ed (Dick Ed for short), slapping thighs and throwing open the cupboard door: "Oh jingle bells, we've been blagged! All the Christmas megacompo prizes have gone. Wait, what's this note on the floor? A ransom demand."

Dear miserable YS readers,
You can stop being so jolly now, ha-ha, 'cos
we're going to put a stop to your Christmas fun.
(Boo-Hiss) Get down off the Christmas tree.
stop yelling in your granny's ear and listen to our
scroogey demands.
We're going to make you wince and cringe
with some of the worst jokes ever. You can only
have the prizes back if you can answer these
terrible mottos we found in some old Christmas
crackers. Complete the form, cut it out (or a
photocopy), stick it to the back of a postcard
and send it to Phantom 'Pass-The-Plum-
Pudding' Phil And Mingey 'Scrooge Was My
Father' Marcus, We're Hiding In The YS
Cupboard Throwing Custard Pie Compo, Your
Sinclair, 14 Rathbone Place, London W1P 1DE.

1 If you want to see 25 copies of Beau Jolly's *Computer Hits Vol 4*, 25 copies of *5 Star Games Vol 3* and five of its T-shirts ever again, you'd better come up with the answer to this: how do you shoot a blue elephant?
a. With a huge gun
b. With a blue elephant gun

2 You'd better give in and tell us: how do you shoot a red elephant? Otherwise we'll dismember the 30 copies of Gremlin's *Masters Of The Universe* and the ten footballs signed by Gary Lineker we've got stashed away.
a. With a red elephant gun (Don't be silly, there's no such thing)
b. Tie a knot in a red elephant's nose, wait 'til it goes blue, then shoot it with a blue elephant gun

3 For 20 copies of Ariolasoft's *Werewolves Of London* and 10 *Werewolves* posters, tell us what's splashy and steamy and comes out of Cows (Cowes)? Or we'll send you a long playing Des O' Connor record.
a. The Royal Yacht Britannia
b. Oo-er

4 We've got 30 copies of Piranha's *Flunky* and 10 Piranha T-shirts hidden in Phil's drawers, that'll never see the light of day again, unless you give us an answer to this: What do you call a mushroom that buys you lots of drinks?
a. Psssst as a toad-stool
b. A fungi to be with

5 Cascade gave us 25 copies of *Implosion* and 25 copies of *Ace II* for prizes but Mingey Marcus will only give them back if you know what you call a man with a spade sticking out of his head?
a. Doug
b. Harold

6 Five copies of each of The Edge's *Warlock, Darius, Garfield, Inside Outing, Alien Syndrome and Xecutor* are up for ransom if you tell Phantom Phil why you can never rely on a parachute?
a. Because it always lets you down
b. Wednesday's always early closing

7 Electronic Arts gave us 10 copies of *Pegasus* and ten of its T-shirts, but Marcus is enjoying playing with them so much he'll only give them back, if you can tell him what you'd call a gorilla with a banana in each ear?
a. Anything you like, he can't hear you
b. Ian Botham

8 Ve have vays und meanz of making you talk. We won't torture you with copies of *Sinclair User* — we just won't send you one of 30 Code Master's games and five of its T-shirts unless you can tell us what runs but stands still.
a. A tap
b. Sebastian Coe

9 Tell us what's pink and hard in the morning and we'll leave one of 10 copies of Firebird's *Sidewize* and 50 of *Parabola* in a deserted car park for you to collect.
a. Last night's raspberry Angel Delight
b. The *Financial Times* crossword

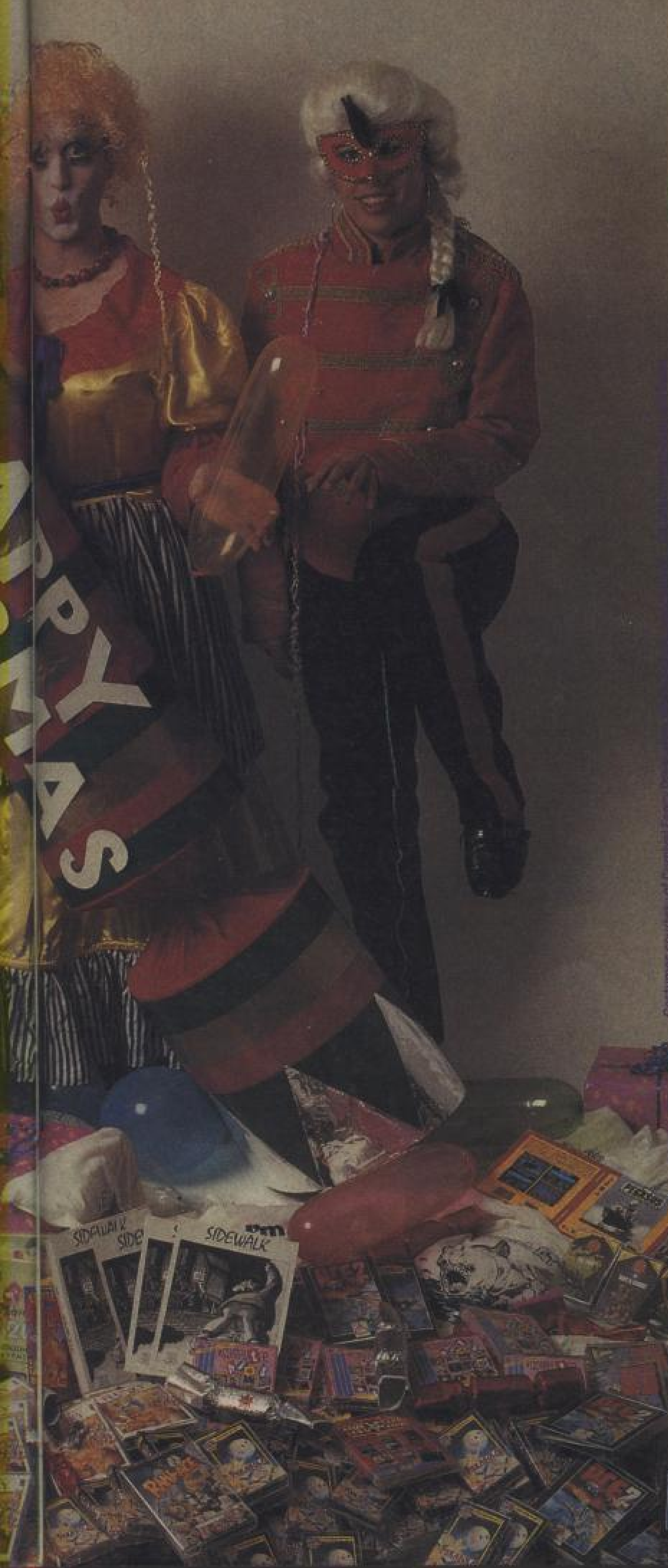
THE *YS* PAN

We've got over 1,000 cracking prize
"Oh no you hav



TO COMPO!

es give away in the *YS* Pantocompo.
ve!' Oh yes we have!



10 If you'd like to rescue one of 25 copies of Virgin's *Action Force* from Phil's clutches tell us how you know if you've got an elephant in the fridge?
a. Lots of slurpy noises *(No, That's only Phil)*
b. Footprints in the custard

11 Infogrames gave us 20 copies of *Sidewalk* to give away, which you can get your paws on if you know the best way to confuse the Ed.
a. Give her three shovels and tell her to take her pick
b. Give her three picks and tell her to take her shovel

12 You still haven't given in to our demands, eh? Tell us how to spell Hungry Horse in four letters, and we might let you have one of 20 copies of *Mercenary* from Novagen also 20 *Targ* survival kits.
a. M.T.G.G.
b. Neigh lad

13 We've got 10 copies of each of *Sqij*, *The Bow* and *Soft & Cuddly* by The Powerhouse to squander, but Phil and Marcus won't give them up unless you can pay the price by figuring out what can go up a chimney down but can't go down a chimney up?
a. An overweight Father Christmas
b. An umbrella

14 Can you save 20 copies of US Gold's *Gauntlet II* from almost certain death? *(Phil and Marcus would bore anybody to death. Ed)* Just tell us what you call an Irish double glazing salesman?
a. Paddy O' Doors
b. Jeffrey Archer

15 Mastertronic has 20 copies of *Heart Of The Seventies* video and 50 copies of *Agent X II* up for grabs but Phil won't let go of them until you tell us what runs through the butchers naked?
a. The Harlem Globe Trotters
b. Streaky bacon

16 We're watching your every move, so if you want to see two copies of Prism's *'EYE' The Boardgame* alive again you'd better tell us what clock never ticks.
a. A dandelion
b. One with no batteries in

17 If you want one of 10 copies of CDS' *Brian Clough's Football Fortunes* you can dribble, unless you know why the hedgehog crossed the road?
a. Because he felt like it
b. Because he wanted to see his flatmate

18 Give in to our demands or we won't send you 25 copies of Activision's *Rampage*, 25 copies of *Aliens US* and 10 giant mega posters. Let us know who wrote the famous novel *Knickers Round Ankles?*
a. Lucy Lastic
b. Nora Bone

19 CRL has 10 copies of each of *Ballbreaker, Death Or Glory* and *Sunstar* to give away. But not before you've answered the following question. When is a door not a door?
a. When it's ajar
b. When it's a mango

20 This is your last chance to release 20 copies of Ocean's *Game, Set And Match* from the horrors that await them from those ugly dames Phil and Marcus. Just tell us what's black and white and red all over?
a. A zebra in a RoboChef
b. A newspaper

21 Martech has 10 copies of *Catch 23* that you can rescue from Phil's undies if you know which film is about sub-aqua football teams?
a. *20,000 Leagues Under the Sea*
b *Sting Ray*

Plus there are 200 *'Your Sinclair* is Skill' badges for the runners up!

The Sanity Clause

- All Santa's little helpers at Dennis Publishing, Piranha, Martech, Gremlin and everyone else in the megacompo aren't allowed to get into the Xmas spirit.
- All notes to Father Christmas will be ignored but entries must be sent up the chimney before January 31st 1988 or Phantom Phil will start eating the prizes!
- And don't mess with us, we won't enter into correspondence with anyone!

IT'S THE *YS* CHRISTMAS PANTO- COMPO!

Okay, okay I give in to Mingey Marcus's and Phantom Phil's ransom demands. Here's the answers to your pathetic questions:

Q1.......... Q2.......... Q3.......... Q4.......... Q5..........
Q6.......... Q7.......... Q8.......... Q9.......... Q10..........
Q11.......... Q12.......... Q13.......... Q14.......... Q15..........
Q16.......... Q17.......... Q18.......... Q19.......... Q20..........
Q21..........

NAME ....

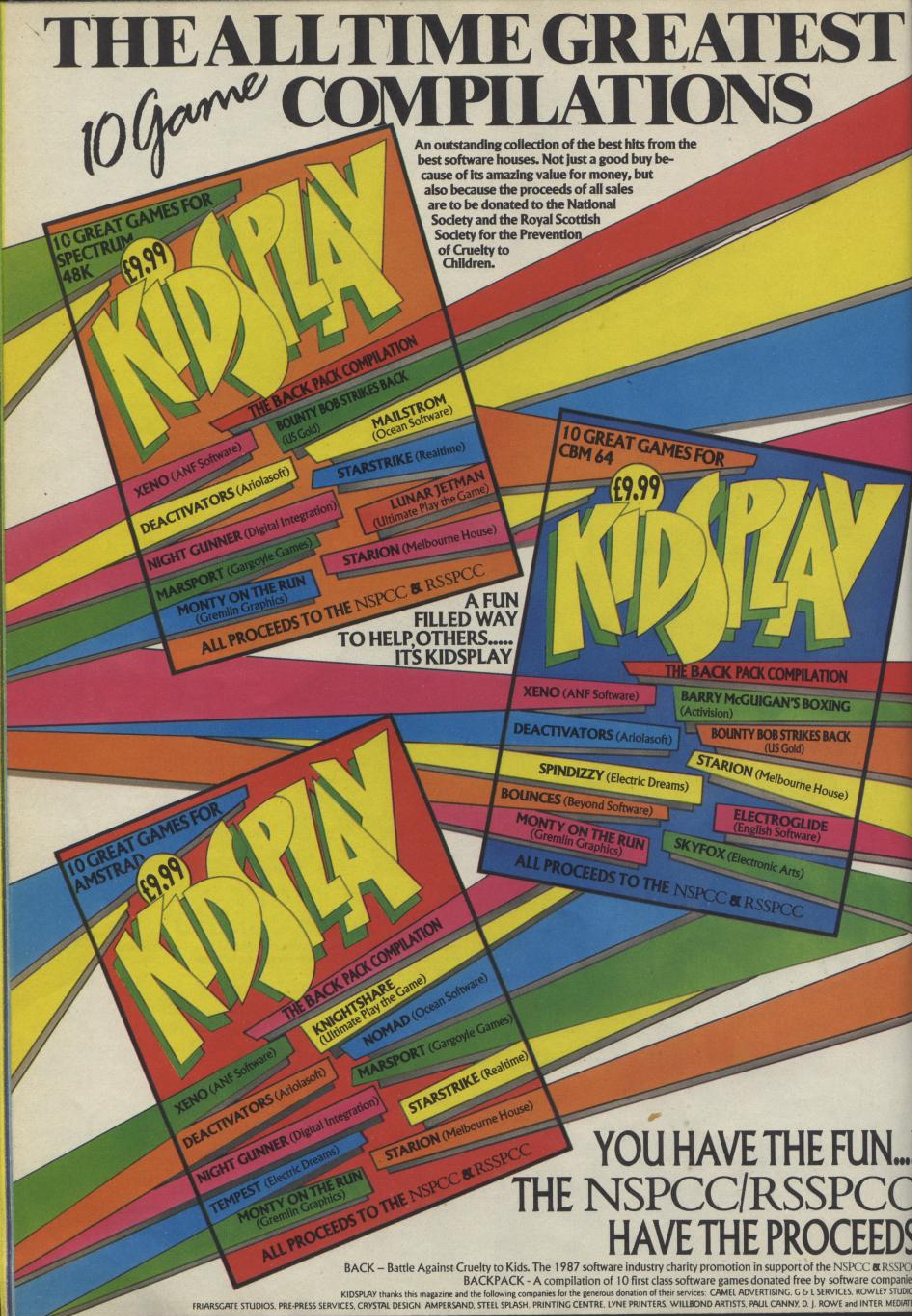
ADDRESS ....

....

.... POSTCODE ....

Even though I'm under the table full of Christmas spirit, I'm cutting out the coupon, sticking it to the back of a postcard and sending it to the, Phantom 'Pass-The-Plum-Pudding' Phil And Mingey 'Scrooge Was My Father' Marcus Were Hiding In The *YS* Prizes Cupboard Throwing Custard Pies Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Photography: Liz Heaney



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THE NSPCC/RSSPCC
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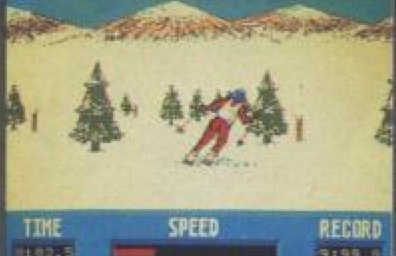


WINTER OLYMPIAD'88

Winter Olympiad '88 is undoubtedly the best winter sports simulation to date. It features the classic winter olympic events; Ski Slalom, Giant Slalom, Two man bob, Ski-Jump, Biathalon and Speed Skating. These have been depicted in a way not seen on any home computer before. The result is a phenomenally realistic and spell-binding game.

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GRY

Joe King bursts out of the airing cupoa new conversion of Konai's

There aren't many things I can't keep my hands off, none that are printable anyway, but once I'd had a taste of playing Ocean's new megasmash *Gryzor*, I was hooked. Paul Owens, the guy who had the ominous task of converting the coin-op version onto the Speccy, had no mean feat on his hands. How to crunch 20 levels of shoot 'em up action into 48K of memory and survive? Well, survive he did with all 20 levels completely intact on the Spectrum. Okay, so he used 64K of memory (it's a multiloader on the 48K machine) and some of the more intricate graphics and additional features had to go, but there's still one hell of a game in there.

It's basically a multi-format shoot 'em up, set on an Alien planet which has four different types of levels — vertical and horizontal scrolling, stationary and maze. You play a huge great hulk of a bloke who's been instructed to infiltrate the Alien Rebel's headquarters and destroy its beating heart to finish the game. But first there are waves of trigger-happy guerillas to blast to pieces, cannons to destroy and targets to shoot out throughout the 20 gruelling levels.

Graphically, *Gryzor* is brilliant, with its colourful sceneries, pixel-perfect animated sprites and superbly smooth scrolling sections. Gameplay's pretty nifty too! The hero's acrobatics makes Daley Thompson look like a catatonic slow-worm. He can crouch, jump and run when the going gets tough. And the action is FAST! Missiles and bullets fly about all over the shop and there are loads of tanks, guns and armoured vehicles to negotiate too. You've got to have nerves of steel and razor sharp reflexes if you've any chance of completing the deadly mission ahead of you.

Once you've completed a horizontal section it's onto the maze where it really starts hotting up. You must shoot out the targets whilst avoiding electric fields, bullets, rollers and various nasties who'd rather see you dead. If that isn't enough, you've then got to go on to complete some very tricky stationary screens that'll take some nifty footwork and precision shooting. And here's a tip — keep moving or you don't stand a chance!

If you're looking for a high-speed action-packed game that's good to look at and exciting to play — grab *Gryzor* now!

FAX BOX	
Title	*Gryzor*
Publisher	Ocean
Price	£7.95



Jumpin' Gryzor Flash — It's a gas, gas, gas! You're bogged down in the jungle on level one in this horizontally scrolling section, and it won't be peanuts getting out either. Jump and crouch to avoid the gunfire, keeping on the move as much as possible. It's best here to shoot out the cannons and guns before trying to get past them.

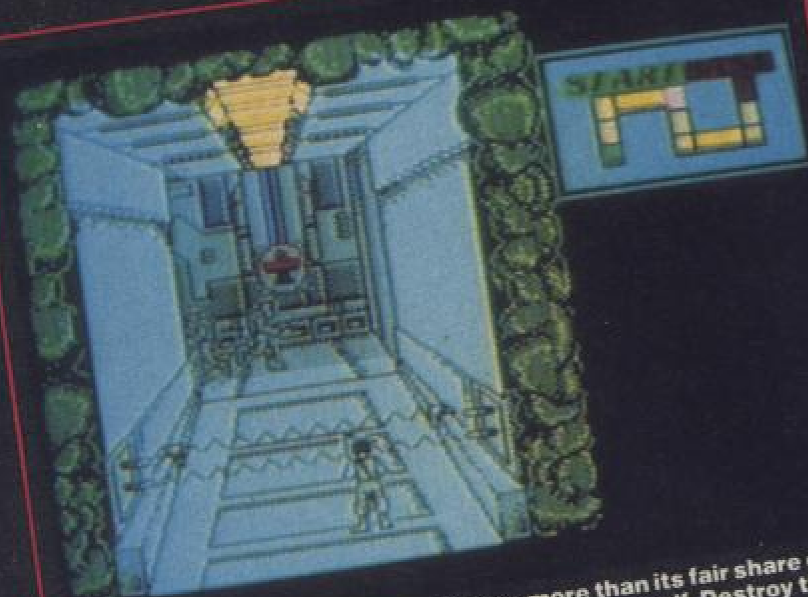
MEGAGAME PREVIEW

ZOR

upbard to take a sneaky peek at Ocean's nan's smash coin-op *Gryzor*!



Come on punk and make my day! Make it onto level 5 and you'll be confronted with this vertically scrolling section of jagged rock-faces, swarming with a variety of hazards. Leap and jump up to the top, squeezing that trigger as you go. Blast the greeblies at the end — and hoorah you're onto the next stage!



A-mazing! Stage 2 of the maze causes more than its fair share of problems even to a rampant butch hero like yourself. Destroy the targets to venture further but beware the electric forcefield, guerrillas and rollers, not to mention the low flying missiles — so we won't! Hint: on later maze screens you have to jump and blast to reach the targets!



Gut bustin', face huggin' action on level six is enough to give you a hiatus hernia! Those gruesome choppers will need repeated blasting otherwise you're dead meat! And unless you fancy being suffocated keep clear of those face huggers too!

WIN A PORTABLE *GRYZOR* ARCADE MACHINE PLUS TEN COPIES OF THE GAME!

YS COMPO



Gryzor load of this! Ocean is giving away a *Gryzor* arcade machine worth £1,000 in our super spiffing compo. What's more, you won't need a fork-lift truck or a British Rail porter (some hope) to carry it home 'cos it's been custom built to fit neatly into a suitcase. All you need to get it going is a Tatung or Amstrad monitor so you better get one of those for Christmas. Plus there are ten copies of the Speccy version for the runners-up. But where's the catch? *(On the case you fool! Ed)* There isn't one. All you've got to do is answer this easy peasy question below and complete the tie breaker in less than twelve words saying why you'd like a *Gryzor* arcade machine. And remember — make it witty! Fill in the coupon with your name and address and send the whole lot, or a photocopy, to Gis' A *Gryzor* Coin-Op Or I'll Blow Your Head Off Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And now your starter for ten, in other words the question: Who invented the computer?

GRYZOR, GRYZOR, RA,RA,RA!
I've got a brain the size of a Tefal Fat Fryer and the answer to your question is: ....

Complete the tie-breaker in less than twelve witty words:

I reckon I deserve a *Gryzor* arcade machine 'cos ....

....

....

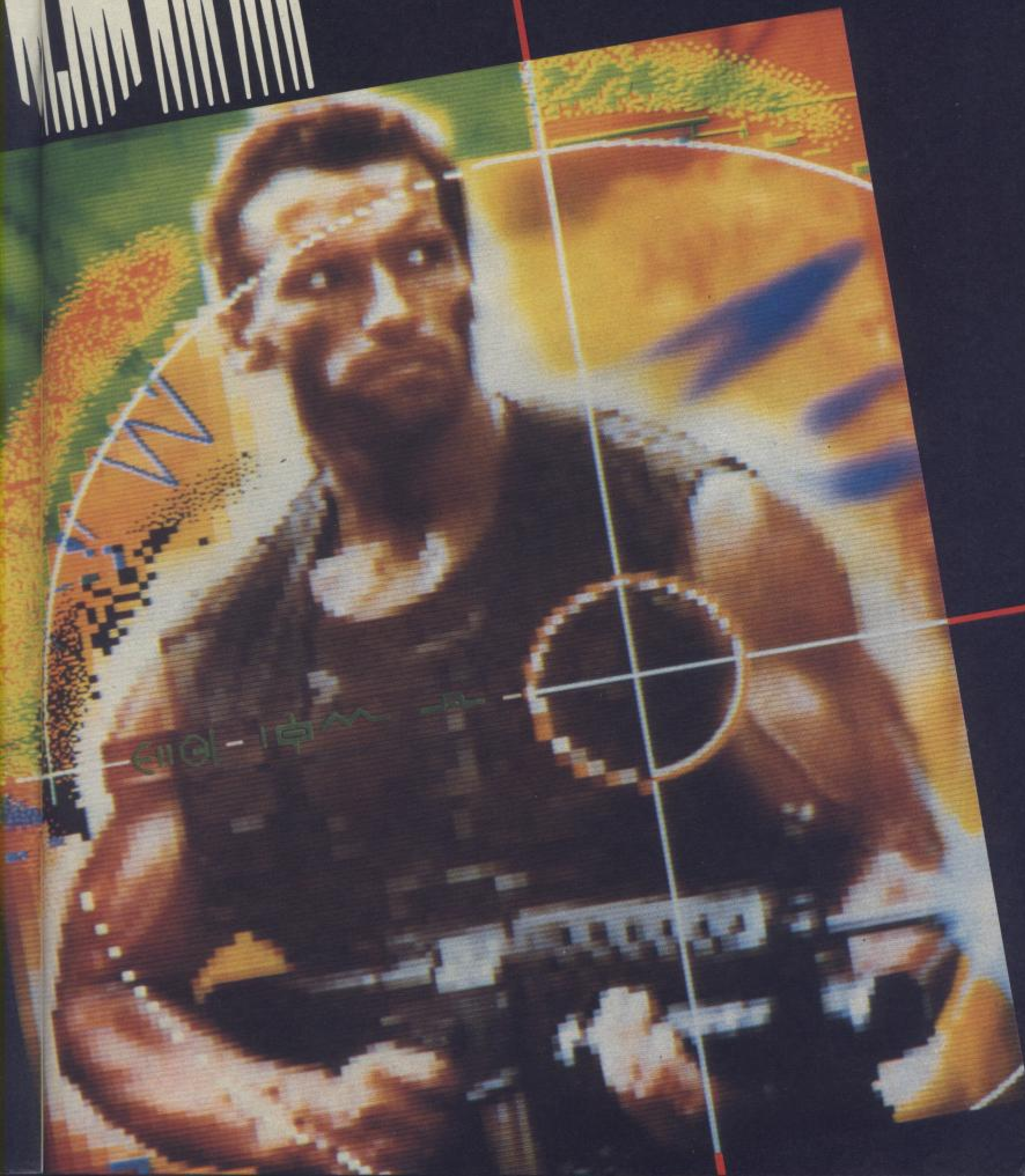
Name..

Address..

....Postcode..

- Blast your entry in by January 31st 'cos otherwise you won't win — so ner!
- Don't try disagreeing with the Ed's decision — she's got a weapon and she knows how to use it. *(I have? I do? Ed)*
- Employees of Ocean Software Ltd, Dennis Publishing or the Alien Rebel leader are forbidden to enter, so get out now!

Illustration: Graham White



Start

1
Teresa tells you to write a review of board games. Go forward 2 spaces.

2
Virgin Games Centre agree to lend you the games for review. Throw again.

3


Acro Bats – around £10.

4

While you're at Virgin, you miss an important phone call. Back 1 space.

5
...And Phil eats you lunch. Return to star

6

35
FINISH – You must have exactly the right number to land here, otherwise you won't get paid!

34


Pictionary – around £20.

33
Lucy sets fire to dictionary. Back 3.

32
Art Ed dragged screaming into van by heavily armed men in white coats. Go forward 2.

31
Phil on his way to Rio with all of your worldly goods. Go back 5.

30

The Bottom Line – around £18



SPITTING IMAGE

Parker/around £19

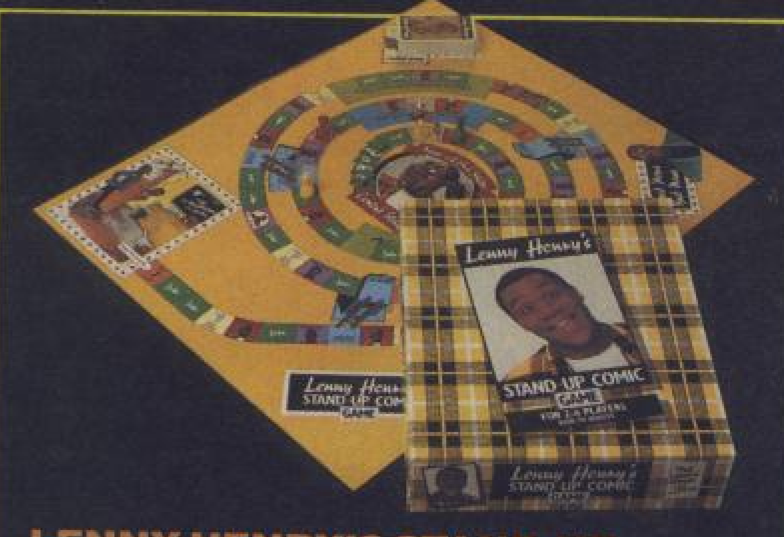
Dreamt up by the show's main writers, this has got to be pick of the bunch for laffs, gameplay and just plain nastiness ('Rules: The fattest player starts.' This argument virtually outlasted the game). Each of you plays the part of a world leader with three scandals to hide ('Thatcher Drinks Two Bottles Of Whisky For Breakfast', 'Gorbachev In Shergar Kidnap Revolution', 'Reagan Has Silicone Buttocks' and so on) and it's up to all the other players to expose the scandals, with the help of the pig-faced journalist on everyone's trail, and make large sums of money. Good rubbery fun.

Score: 9



DICING DEA

Board with computer games T your community chest with k pre-Christmas round-up of al tha



LENNY HENRY'S STAND-UP COMIC GAME

Paul Lamond Games/around £13

Actually this is almost exactly the same game as the *Complete Bastard* game, except that instead of performing dares you have to tell a joke. Many of these 'Jokes' are of course, not really jokes as such at all, so if you get a laugh out of them you're a better man than us, Gunga Din. Although I was very keen on one instruction, to impersonate Keith Chegwin. Surely that's banned by the Geneva Convention? In fact, this one's rather more of a chortle than its stablemate, not least because chortles are what you're trying to eke out of your audience. Good value too.

Score: 7

DARE

Crown Andrews/around £15

You want wacky? This game's so terminally wacky it makes *Filthy Rich And Catflap* look like Sir Geoffrey Howe. Move round the board and answer general knowledge questions in the time honoured manner, but woe betide you if you get anything wrong! Cos then you have to do a dare, like 'Pretend you are a cat licking its paws and toes', or 'Let someone put butter on the end of your nose. Leave it there until next turn', or 'Sing a song with sand in the title'. If you land on a square like 'SNEEZE' or 'BREAKDANCE' or 'KISS AN OPPONENT' you have to do that activity until your next go. Weirdst!

Score: 8



29

Tea Break.

28
...who's gone to the loo, to be replaced by Kevin. Go back 5.

27
While playing *Dare*, you're dared to kiss the opponent on your left, who turns out to be T'zer. Go forward 3.

26


Dingbats – around £10.

25
Still, let's have a game of *Quotations*. Throw again.

24
Art Ed goes berserk and wipes out entire Art Dept with M-16. Mag likely to be a little late this month. Miss two turns.

23
Tri



Scruples – around £13.

7

Art Ed arrives for work with machine gun – shaped bulge in jacket. Go back 1 space.

8

Phil borrows £2 for a cup of coffee. Go back 2 spaces.

9



A Question of Sport – around £23.

10

Realise you haven't done any work on that board game feature yet. Miss a turn.

11



In the pub (To escape, you need a 'Get Out Of Pub Free' card or a 6).

12

Art Ed looking a little overwraught. Miss a turn and proceed with caution.

13

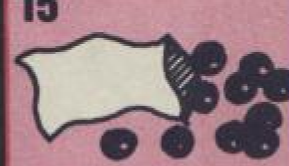


Sherlock Holmes, Consulting Detective – around £18.

14

Everybody stops for a game of *Spitting Image*. Go forward 2.

15



Phil borrows £5 for a packet of Maltesers. Go back 2.

16



Eye – around £15.

17

Work break. Miss a turn.

18

Forced to climb Xmas Tree while playing *'Complete Bastard'*. Go to pub to tend wounds.

19

Art Ed extremely overwraught – thinks he's an aardvark. Miss a turn and take cover.

20

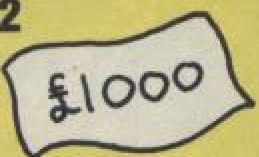


Spec around £35 (phew!).

21

Open *Gary Lineker* box and strain a hamstring. Back 1.

22



Phil borrows £1000 for his bus fare. Go back 2.

23



Trivial Pursuit – Entertainment – around £15.

GWITH ATH

Then grab your counters, rub and join *Dr Berkmann* for his hat's hardest in board games!



QUOTATIONS

MB Games/around £15

Well, it's not really a board game, but anyone who liked *Triv* will just go wibbly at the knees over this one. For older players only I think, but so what? Who are you calling a wrinkly? Take that! And that! (oof!) Anyway, *Quotations* is made up of 395 cards, most of which contain three or four quotey questions, which are rather less boring and difficult than you might think. Rather like *Scruples*, there's no actual board as such, or even at all, but that doesn't matter much, because the game's as well thought out and consistently fab as the *YS* office fave, *A Question of Scruples*, also from MB. A cracker.

Score: 9



GARY LINEKER'S FOOTBALLER OF THE YEAR

Gremlin Games/around £12

Regular readers will know that I have a rather soft spot for footie-based games (of whichever type), and this one's no exception. Instead of playing the manager, as the Speccy usually calls you to do, this time you're just a player, moving up the divisions and through four status levels, 'Novice', 'Useful', 'Tasty' and 'Superstar'. There are all the usual hazards, one of which is the 11 different dice you get with the game. This means there's rather more luck than skill in the game, but it's still quite fun, and probably more suited to the younger player.

Score: 6

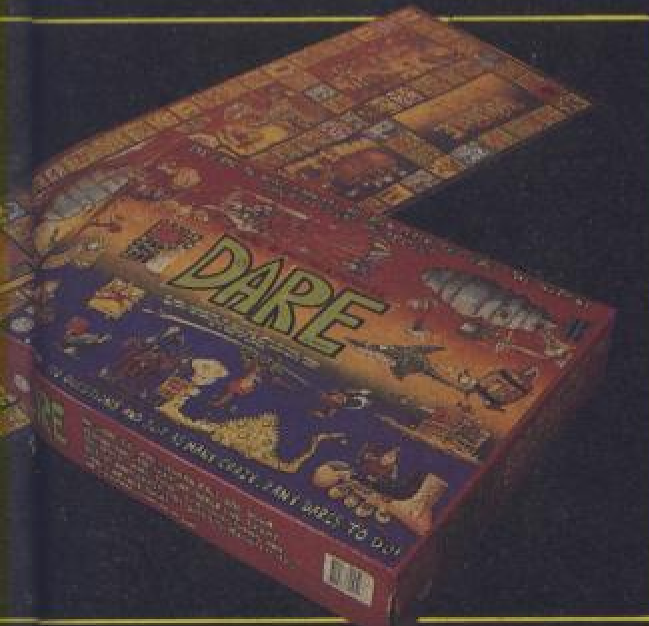


HOW TO BE A COMPLETE BASTARD

Paul Lamond Games/around £13

We're in wacky country here again, with dares aplenty, but I'm not sure that this one, based on Ade Edmondson's bestselling book (400,000 copies — that's what I call *rich*!) is quite up to the standard of *Dare*. There's not so much variety to the gameplay, and there are far fewer really good dares (although my fave was 'The opponent of your choice must pick the spot of another player you choose'. Ugh!). A couple of good jokes aside though, it's a bit disappointing.

Score: 5



Our thanks to Dave Perrett at the Virgin Games Centre in Oxford Street who lent us most of these games. Go and give him all of your money today! (plug plug)


You're cool, the engine's hot, the girl's gorgeous,
a tank full of gas and an open road.... the rest is up to you..!
Screenshot from Amstrad version.
Out Run™
Screenshot from CBM 64/128 version.
START
Screenshot from Spectrum version.
Screenshot from Atari ST version.
JPQ


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HINTS 'N' TIPS

YS TIPSHOP



On the first day of Tipshop my Phil South sent to me...five golden tips, four calling maps, three French hints, two turtle POKEs, and a joystick in a pear treeee-yah!

Merry Christmas! I just love the Christmas season, don't you? It's so funny to watch people open the cheap presents you bought them and hiss between their teeth, "Ah, just what I've always wanted". Cracks me up every time. Anyway, as well as all this festive buffoonery, we've got a bumper Tipshop this month, with pages and pages of hints, tips, maps and POKEs to keep you waggling your joystick well into the wee small hours. There's all sorts of stuff in this month's hinting and tipping funfile, including the amazing *Aliens US, 720°, Renegade, Exolon, Gauntlet, Chronos, Tai Pan, Wizball* and many more super new games for you to enjoy. Oh yes, and don't forget to check out your free Christmas present — The *Your Sinclair* Secret Map Booklet, containing *Trantor, Flunky, Indiana Jones And The Temple Of Doom* plus millions . . . thousands . . . hundreds . . . well a couple of others, anyway! Right, sleeves rolled up, joystick at the ready! Let's dive in!

Aliens U.S.

● This is Electric Dreams' super duper Speccy conversion of the C64 American version of the game, and a very nice little design it is too. I liked the game so much I thought I'd do some hot tips for it right away. And here they are. There are six games in one, so let's take them one at a time:

1. Drop Ship Manoeuvre — You are in control of the drop ship, trying to keep in the 'pipe', the guidance circles on your head-up display. If you can't keep the pipe, the drop is aborted and you have to start again. The trick is to anticipate the twists and turns of the pipe, because it's almost impossible to react to some of the tighter bends. Make some sort of map, or just play it over and over until you know it.

2. APC Rescue — The marines are trapped inside the catwalks under the atmosphere processor. You have to guide them back to the APC, and you must do this by switching quickly between them, shooting some aliens and switching back again. When a screen flashes red get to the trooper as soon as you can, or he'll be chomped.

3. Operations Room — You are left to fend off the swarming, aliens as the rest of the team cut through a door. Go for the fast moving aliens first, and just bump the slow moving ones away, or the fast ones will get through and kill your team.

4. Air Duct Maze — Getting to the drop zone through the ducts is a hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want them and run the other way. (You'll see what I mean.) When an alien disappears, run for it, 'cos it'll pop up somewhere else almost immediately.

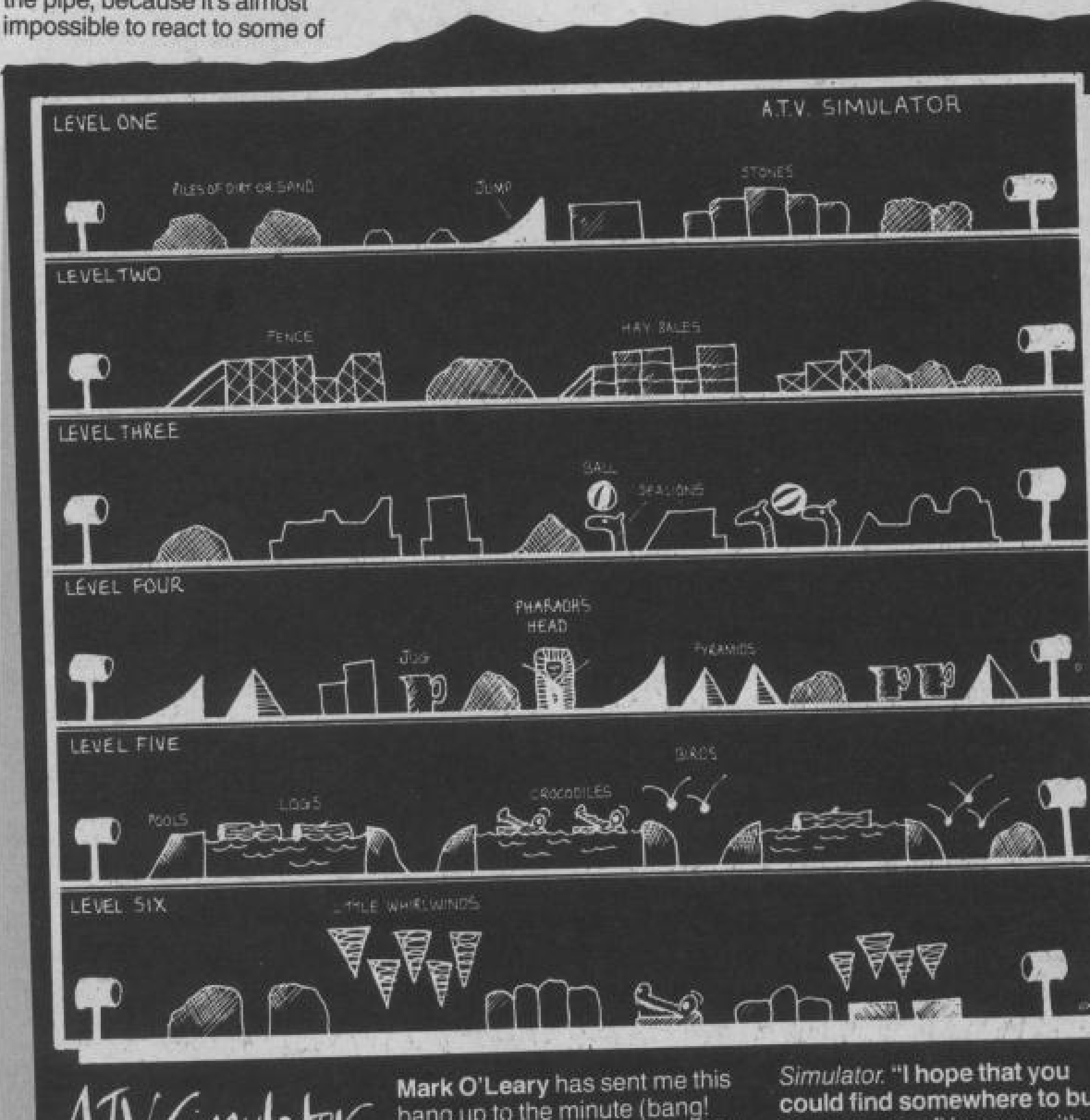
5. Newt Rescue — Back to the catwalk again, this time to track Newt on her locator band. Glance at the range locator, but don't stare at it. You've only got a couple of seconds to shoot the aliens which will pounce at you, so stay frosty and keep your eyes glued to the catwalk.

6. The Queen — And we don't mean HRH, neither! Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will open and then you can drop her through it. That's it! Game over!

If you played the game all the way through without using the skip mode, you will then see the final screen. I won't spoil it for you, so buy the game and find out for yourself.

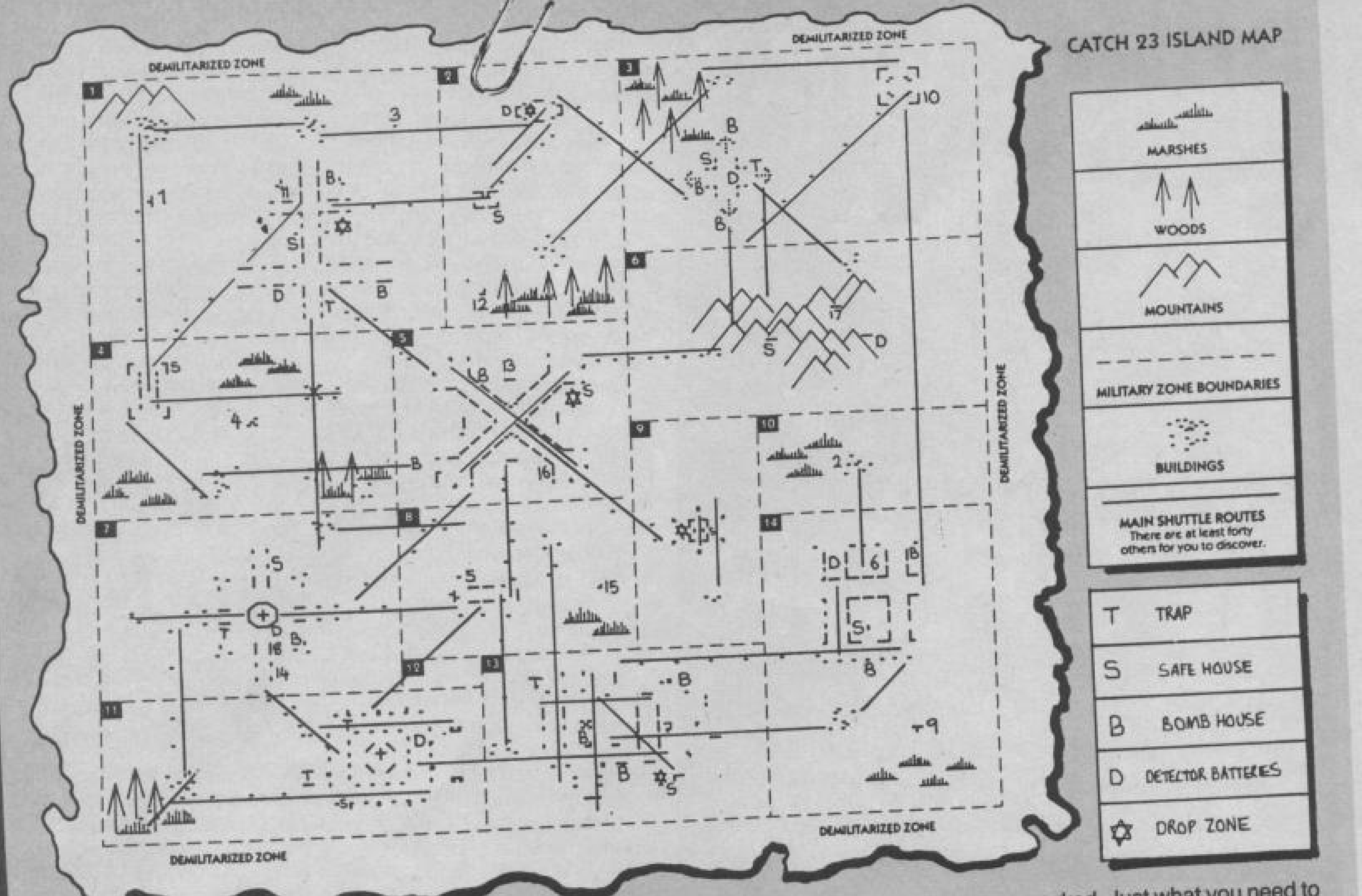
Into The Eagle's Nest

● Regular tipper **Theo Blitsas** knows a thing or two about *Eagle's Nest*. In fact he's sorted out the password to load data. Now it can be told: 02303104. **"I hope I am not the nth person to write with this!"** he adds with typically Grecian phlegm. Well, thank you Theo, my little Acropolis. And by the way, what *does* a Greek earn?



ATV Simulator

Mark O'Leary has sent me this bang up to the minute (bang! eek!) map of Code Masters *ATV Simulator*. **"I hope that you could find somewhere to bung it in your mag"** he says with customary wit and charm. Thanx Mark.



Catch 23

● And now for all you fans of Martech's *Catch 23*, here's the *useful* version of the map, with all the Traps, Safe Houses, Bomb Houses, Detector Batteries, and Drop Zones marked. Just what you need to keep those damn guards off yer back. (Ack ack ack ack ack . . .)

Batty

● Wow! I've had so many letters about *Batty*, I just can't count them all, let alone read them. But some mega-brill people have sent me screen dumps of all the screens, just to show how skill they are! Although they don't really constitute a map as such, I thought it'd be nice for you to see what you're up against. Incidentally, I got a phone call today from **Philip Wade**, the writer of Gilsoft's *Patch*, who has just stayed up all night and finished the game, without any POKEs, ending with a score of 2,500,000. Congratulations, Phil. You can go and have a kip now. Right, courtesy of **Phil Wade**, **Ronald McAvoy**, **David Beaton**, **Hode Scheiss**, **Tristan Shout**, **IE Celant**, and **Vernon Schtup**, we bring you, the complete *Batty*.

Implosion

● Just a little whisper of a playing hint for Cascade's *Implosion*. Press Z key to dive under grid and catch crystals for extra shield energy and laser power. Shoot pods for extra points, too! Heh heh heh!

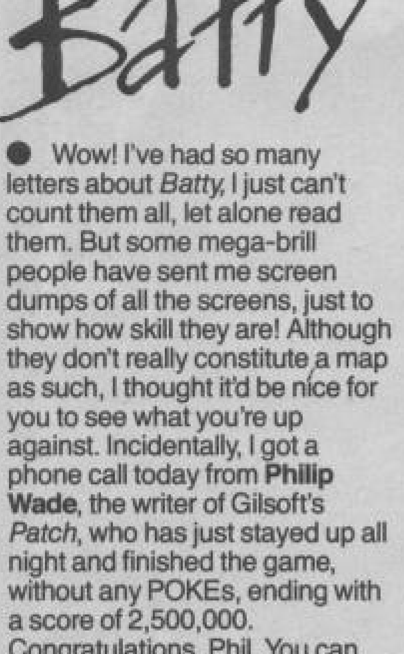
720°

● US Gold's *720°* is so new, my copy didn't even have any instructions with it. But the basic gist of the game is you have to complete some fancy skateboarding on the way to the four skateparks, picking up points and dosh to buy new equipment. You can pick up money along the way, and also earn tickets by competing in competitions at one of the four skate parks. The main tip here is not to hang about, and never just skate in a straight line to your chosen parks. Do some tricks along the way, trying to earn as many 400s as possible. You do this by jumping, and turning four times before landing. This isn't as hard as it sounds, but do it often enough, and you can earn more tickets, which after you've visited all four parks (and used your tickets) is essential, as is getting the highest possible marks and medals in each park. So, skate or die, def cats!

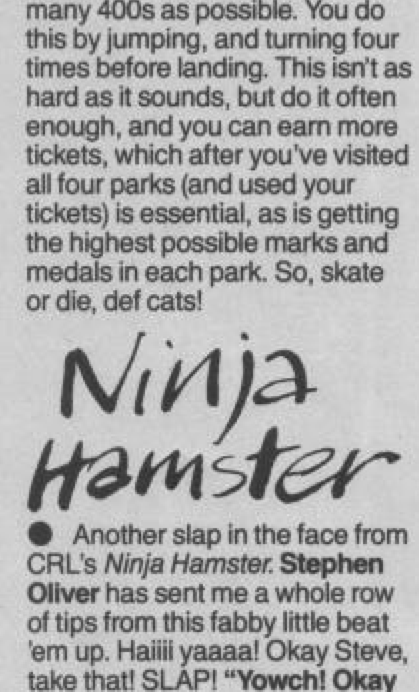
Ninja Hamster

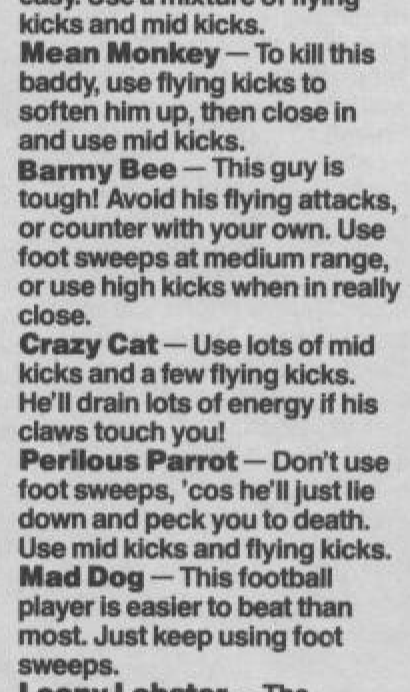
● Another slap in the face from CRL's *Ninja Hamster*. **Stephen Oliver** has sent me a whole row of tips from this fabby little beat 'em up. Haiiii yaaaa! Okay Steve, take that! SLAP! **"Yowch! Okay then, here they are:**

Sinister Rat — If you can't beat this guy, then you're obviously a cretin and you may as well give up! Just use this guy as a warm up for all your moves.
Lizard of Death — Still fairly easy. Use a mixture of flying kicks and mid kicks.
Mean Monkey — To kill this baddy, use flying kicks to soften him up, then close in and use mid kicks.
Barmy Bee — This guy is tough! Avoid his flying attacks, or counter with your own. Use foot sweeps at medium range, or use high kicks when in really close.
Crazy Cat — Use lots of mid kicks and a few flying kicks. He'll drain lots of energy if his claws touch you!
Perilous Parrot — Don't use foot sweeps, 'cos he'll just lie down and peck you to death. Use mid kicks and flying kicks.
Mad Dog — This football player is easier to beat than most. Just keep using foot sweeps.
Loony Lobster — The ultimate baddy! Use foot sweeps only . . . but praying might help, I guess! And that's it!"


SCREEN ONE


SCREEN TWO


SCREEN THREE


SCREEN FOUR

PRACTICAL POKES

Much more of your pipping POKEs for the pick of the pops games in the known Universe... and some of the unknown bits as well!

What with it being Christmas and everything, we thought we'd splash out and give the *PP* section a whole page to itself this time. Yeah, sure, why not. So here it is, brimming with all the best POKEs from every game you've ever wanted to play well, but couldn't 'cos you suffer from being rubbish. Okay, no time to lose, let's dive in. (splosh!)

RENEGADE

As well as sending us several other hacks, **Dean Ashton** has done these two for Imagine's *Renegade*. This is especially brill, 'cos Dean has done versions for the 48 and 128 versions. Nice one, Dean.

```
1 REM ** Renegade 48
2 REM ** by Dean Ashton
3 REM ** For Your Sinclair
4 CLEAR 49151
5 LET T=0: LET W=0
10 FOR F=47872 TO 48010
20 READ A: POKE F,A
30 LET T=T+A*W: LET W=W+1
40 NEXT F
50 IF T<> 1115891 THEN PRINT "CH
ECKSUM ERROR. TRY AGAIN": STOP
60 PRINT AT 10,1;"Play RENEGADE
tape from start"
70 LOAD ""CODE
80 RANDOMISE USR 47872
90 :
100 DATA 221,33,121,187,6,6
110 DATA 197,221,110,0,221,102
120 DATA 1,221,78,2,6,0
130 DATA 17,0,125,237,176,235
140 DATA 54,201,30,150,205,0
150 DATA 125,221,35,221,35,221
160 DATA 35,193,16,222,33,103
170 DATA 238,17,0,252,1,0
180 DATA 4,237,176,175,50,115
190 DATA 255,62,205,50,23,255
200 DATA 33,42,251,34,24,255
210 DATA 33,80,187,17,42,251
220 DATA 1,40,0,237,176,195
230 DATA 244,254,50,255,130,62
240 DATA 195,205,51,251,201,50
250 DATA 76,255,33,61,251,34
260 DATA 77,255,201,253,33,58,92
,175,50,87,160
270 DATA 62,195,50,80,160,49,79,
93,195,203,92,0,0,0
280 DATA 197,228,16,213,228,24,1
9,229,12,31,229,14,45,229
290 DATA 25,81,229,11,0,0,0
```

```
10 REM ** Renegade 128
20 REM ** by Dean Ashton
30 CLEAR 49151
40 LET T=0: LET W=0
50 FOR L=47872 TO 48010
60 READ A: POKE L,A: LET T=T+A
*W: LET W=W+1
70 NEXT L
80 IF T<>2119611 THEN PRINT "C
HECKSUM ERROR. TRY AGAIN": STOP
90 PRINT AT 10,1;"Play RENEGAD
E tape from start"
100 LOAD ""CODE
110 RANDOMISE USR 47872
120 DATA 221,33,121,187,6,6,197
,221,110,0,221,102
130 DATA 1,221,78,2,6,0,17,0,12
5,237,176,235
140 DATA 54,201,30,150,205,0,12
5,221,35,221,35,221
150 DATA 35,193,16,222,33,103,2
38,17,0,188,1,0
160 DATA 4,237,176,175,50,114,1
91,62,205,50,23,191
170 DATA 33,153,191,34,24,191,3
3,80,187,17,153,191
180 DATA 1,40,0,237,176,195,244
,190,50,255,130,62
190 DATA 195,205,162,191,201,50
,75,191,33,172,191,34
200 DATA 76,191,201,253,33,58,9
2,175,50,18,153,62
210 DATA 195,50,19,153,49,0,112
,195,0,96,0,0
220 DATA 0,245,228,16,5,229,24,
67,229,12,79,229
230 DATA 14,93,229,25,129,229,1
1,0,0,0,0,0
240 REM My dog's got no nose
250 REM How does he smell?
260 REM Terrible!
```

JACK THE NIPPER II

Chris Wild our newest tame hacker, has come up with the top hack, having already delved into *Nipper II* and come out smiling. Watch out for more of Chris in the future. (See Multiface bit)

```
10 REM Jack The Nipper II
20 REM1987 Chris Wild
30 CLEAR 24575
40 LOAD ""SCREEN$
50 LOAD ""CODE
60 POKE 43251,0: REM INFINITE
LIVES
70 LET A=50: LET B=247
80 LET C=71
90 REM lines 110-150 Invicible
100 REM lines 160-220 Change Ke
ys
110 POKE 41222,A: POKE 41229,A
120 POKE 41297,A: POKE 41330,A
130 POKE 41444,A: POKE 41576,A
140 POKE 41696,A: POKE 41763,A
150 POKE 41797,A: POKE 42314,A
160 POKE 39820,B: POKE 34372,B
170 POKE 49884,C: POKE 49911,C
180 POKE 49897,C: POKE 49863,87
190 POKE 49891,251
200 POKE 49905,253
210 POKE 49870,223
220 POKE 49857,127
230 RANDOMISE USR 34240
240 REM change keys alters them
to Q,A,O,P & M
```

WIZBALL

Dean Ashton also sent us this amazing hack for Ocean's *Wizball*, saying he's just cracked the new version of *Speedlock* in the process.

```
1 REM ** WIZBALL Hack
2 REM ** by Dean Ashton
3 REM ** for Your Sinclair
4 CLEAR 49151
5 LET T=0: LET W=0
10 FOR F=47872 TO 48010
20 READ A: POKE F,A
30 LET T=T+A*W: LET W=W+1
40 NEXT F
50 IF T<>1043892 THEN PRINT "C
HECKSUM ERROR. TRY AGAIN": STOP
60 PRINT AT 10,2; "Play RENEGA
DE tape from start"
70 LOAD ""CODE
80 RANDOMISE USR 47872
100 DATA 221,33,121,187,6,6
110 DATA 197,221,110,0,221,102
120 DATA 1,221,78,2,6,0
130 DATA 17,0,125,237,176,235
140 DATA 54,201,30,150,205,0
150 DATA 125,221,35,221,35,221
160 DATA 35,193,16,222,33,103
170 DATA 238,17,0,252,1,0
180 DATA 4,237,176,175,50,115
190 DATA 255,62,205,50,23,255
200 DATA 33,42,251,34,24,255
210 DATA 33,80,187,17,42,251
220 DATA 1,40,0,237,176,195,244
,254,50,255,130
230 DATA 62,195,205,51,251,201,
50,76,255,33,61,251
240 DATA 34,77,255,201,253,33,5
8,92,175,50,188,144,49
250 DATA 0,97,195,128,143,0,0,0
,0,0,0,0,0
260 DATA 189,228,16,205,228,24,
11,229,12,23,229
270 DATA 14,37,229,25,73,229,11
,0,0,0
280 REM Hullo Mum!
```

ATHENA

Dean Ashton also also also (this bloke has been busy!) sent us the definitive *Athena* hack. Thanx a million Dean. A positive gembo!

```
10 REM ** ATHENA hack
20 REM ** by Dean Ashton
30 CLEAR 49151
40 LET T=0: LET W=0
50 FOR L=47872 TO 48019
60 READ A: POKE L,A: LET T=T+A
*W: LET W=W+1
70 NEXT L
80 IF T<>1243247 THEN PRINT "C
HECKSUM ERROR. TRY AGAIN": STOP
90 PRINT AT 10,2; "Play ATHENA
tape from start"
100 LOAD ""CODE
110 RANDOMISE USR 47872
120 DATA 221,33,129,187,6,6,197
,221,110,0,221,102
130 DATA 1,221,78,2,6,0,17,0,12
5,237,176,235
140 DATA 54,201,30,150,205,0,12
5,221,35,221,35,221
150 DATA 35,193,16,222,33,103,2
38,17,0,136,1,0
160 DATA 4,237,176,175,50,115,1
35,62,205,50,23,139
170 DATA 33,173,139,34,24,139,3
3,80,187,17,173,139
180 DATA 1,40,0,237,176,195,244
,138,50,255,130,62
190 DATA 195,205,182,139,201,50
,76,139,33,192,139,34
200 DATA 77,139,201,253,33,58,9
2,62,16,1,253,127,237
210 DATA 121,175,50,173,204,50,
16,191,50,28,191
220 DATA 49,216,158,195,192,240
,0,0,0,249,228,16
230 DATA 9,229,24,71,229,12,83,
229,14,97,229,25
240 DATA 133,229,11,0,0,0
```

BATTY

Look, okay, I know we did this last time, but this is a freebie, like the ones in Tipshop. The complete *Batty* Hackers Kit, by **David McCandless**, and it's yours, for a sae sent to *Batty* Hackers Kit, Practical Pokes, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. You get the hack, plus a little sheet telling you what it all means. Thanks Dave... do you really need another badge to go with the ten we already sent you?

SUPER ROBIN HOOD

So it seems that **Jason Bullough**, as well as being a fancy red-buttoning multifacer, is also none too bad with the old hacks either. Type in and then do a MERGE "": RUN. Let's see how he shapes up on this corky game...

```
120 DATA 62,0
130 DATA 50,113,197
```

PHANTOMAS

...and this one too, also by **Jason Bullough**. Type it in then do a MERGE "": RUN. You know I think he's only doing it to get his name in the mag twice...

```
35 POKE 52804,62: POKE 52805,12
8: REM (POKE 54121,201 turns the
sound off!)
```

LITTLE AL

...oh, shoot! Make that three times. Here he is again, that **Jason Bullough**, with another hack. Let this be your last!

```
Merge loader, EDIT line 2, enter
this line before RANDOMIZE USR
statement then RUN

POKE 26627,0: FOR f=0 TO 2: POKE
26654+f,0: NEXT f
```

STORMBRINGER

And finally, we have MAD Games' *Stormbringer*, from **Jamie 'The Blitzer' Robinson**, a super little hack and one which deserves to be last... ho ho, only joking! Off you go now, and don't say we never give you anything.

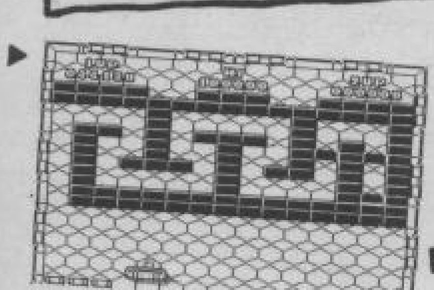
```
1 REM THE BLITZER TIPS
2 REM THE MEANEST POKES AROUN
D
10 CLEAR 25170: PRINT "PLAY ST
ORMBRINGER TAPE FROM START": LOA
D ""SCREEN$: LOAD ""CODE
20 POKE 38860,33
30 POKE 46716,33
40 POKE USR 37632
```

And that's it! All we've got space for and rightly so. If you have any Hacks which you'd like to share with us, print 'em out and send them to Practical Pokes, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any printed get a snappy 'I've got big tips' badge.

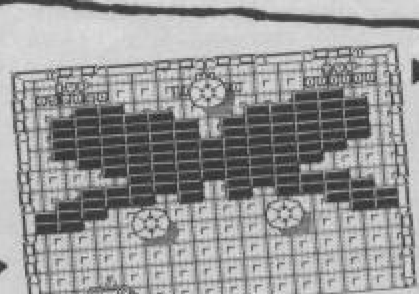
MULTIFACE CORNER

Here is a section for all your Multiface POKEs, which seem to be enjoying a bit of a surge at the moment (*Or are you just pleased to see me? T'zer*). Our Multi-Faces this month are **Chris Wild, Daniel Leclerc, Jason Bullough, Michel MaBelle, Akim Tamarov, Walter Brennan** and **Ricky Robinson.**

	POKE	GIVES
BALL CRAZY	28086,n	n=Lives
BATTY	47633,n	n=Lives
CHRONOS	53407,n	n=Lives
	26987,201	Auto fire
EXOLON	42338,0	No flying things
	36845,0	No cannon fire
	40221,60	Infinite lives
GAME OVER (Pt 1)	48790,n	n=Lives
	48794,n	n=Grenades
GAME OVER (Pt 2)	38705,201	Infinite lives
	38665,0	Infinite power
	32379,0	Infinite laser power
SIDEWIZE	52637,9	
	& 52647,9	Invincible
INDIANA JONES	33948,0	Infinite lives



SCREEN FIVE



SCREEN SIX

Renegade

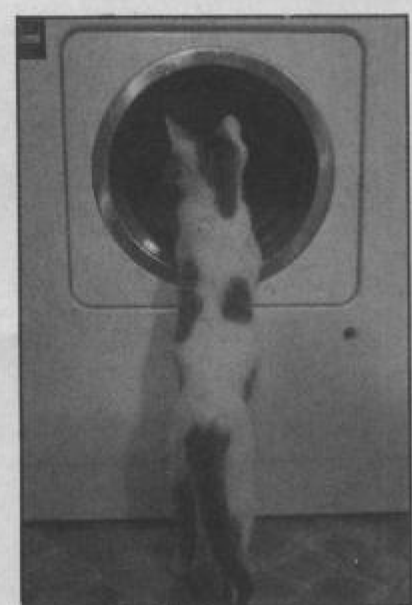
● This must be the game I've got the most tips for this month. **Christopher Price** says **"In the first level you can walk up to a man and punch him three times, and when he bends over walk into him and press fire. This will make you grab him by the shoulders. Don't knee him in the groin, but wait a few seconds then try to do a back kick and the man will fly through the air and crash through anyone who's in the way. Also, on level two to kill people quickly you must first knock your opponent over with a flying kick, kneel over them and keep punching about three times. Then your opponent is dead."** He also asks about Big Bertha on level three, who he finds a bit of a handful. Well, flying kicks usually do the trick, but here's a tip from **Lawrence Sheedman. "Jump up as if you're going to kick one of her girls, and when she rushes for you, waggle the joystick to turn around quickly in mid air. And you get her in the head!"** Uh huh! Hope that sorts you out, Chris! **Stephen Smith** and **Al** and **Ric** also came up with this tip and they also say **"Can we say hello to 4AF and the lads on the ONO Computer Studies, Luton?"** Well, no you can't, but thanx for the tips anyway! And finally, **Leon Felgate** has this to say about the first two levels **"Level one: first lure the thugs with weapons to the side of the cliff, and kick them off the edge. Then do this with the other thugs. When you encounter the boss warily and kick him 'til his health bars hit zero. Punch him and knee him in the groin and he will die. Level two: do flying kicks and you'll knock the bikers off their bikes."** Well, that's nice. I find you can get quite a long way through the game just by doing flying kicks. But, I guess it does get a little bit boring if you just do that all the time . . . zzzzzzzz . . .

Chronos

● **PN Quanborough** (nice name) says that he's found a funny thing in *Chronos*. What, what, what? **"Okay, so we all know about '*Jing It Baby*' but here is another one. Load up *Chronos* with a Kempston. When you get to the pic of Chronos, press fire and turn the joystick around a few times. His eyes will light up, and a mouth appears. 'Now read the score table' (press 6) it says, and you do. Then it says: AGENT X What the mags said 'I have seen it all, now I can die.' *Computer Weekly* 'Globber, slobber, burp.' *C&VG* 'How did this get in here'? *BMX Review* But seriously thanks to *Crash*, *C&VG* and *Your Sinclair* for the great reviews' Weird eh?"** You bet, PN! Thanks for that spooky little tip.

Laundry Wars

● Oh yes, I got a note from my old friend **Paisley The Cat**, saying he thinks he's got the hi-score on *Electra Electronic 800*. Tsk! It's a washing machine, you stupid cat! (Thanx to **Luke Wilson** for putting the pets back into Tipshop!)



Treasure Island

● Ah hah! Jim lad! Avast there, me hearties! Splice the mainbrace, and tucker me windpipe. Splange me artichoke and thruttock me aardvark. If it ain't *Treasure Island*. (*If it ain't Treasure Island, what is it then? Ed*) **Simon Joyce** has a quick tip, and he didn't even have a map . . . **"On the second level press h,t,h,t,h,t,h . . . and so on, and you'll soon be on the third level!"** That sounds too good to be true. Let's try it . . . (Swish!) Argh!

Tai-Pan

Mr Tony Dolce, and presumably his dolce vita, has discovered a cheat for Ocean's *Tai-Pan 128*. And it goes like this:

1. **Collect Loan** — Gamble until you have more than 500,000.
2. **Go Bank** — Buy frigate. You need this ship.
3. **Go Bar** — Buy sailors.
4. **Go Warehouse** — Buy as much tea as possible.
5. **Save Game** — Not onto tape.
6. **Enter Warehouse** — Sell tea (able to buy 85,000-1.5 million).
7. **Continue** — Buying and selling until you have 6 million.
8. **Leave Harbour** — Let men starve.
9. **Game Over** — You have become Tai-Pan.

Tony wasn't the only reader to come up with this method, as **Adrian 'The Grim Critic' Matthews** also worked it out. Thanks Ade, and it's badges all round I think.

Gauntlet

● Okay, just one more *Gauntlet* bit before *Gauntlet II* comes out this Christmas. There are some bugs in US Gold's baby, and my favourite little fruity and mega Marcus Berkmann fan, **Katy Sheppard** (*Wot no piccy? Marcus*) has this to say:

"Firstly, Thor can walk through walls. Not just ordinary walls. He can walk through the wall at the top of the level. (He ends up at the bottom!) Merlin can walk over Deaths and sometimes kill them. And Thor can even walk over Merlin." Very odd, but thanks Katy, and by the way, stop fruiting after Marcus, this is my column, y'know! Hmph!

Exolon

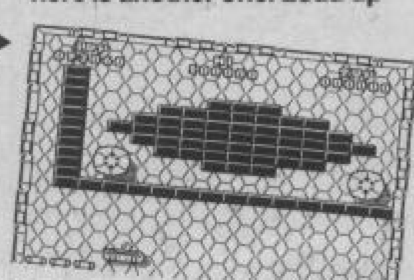
● I have an itchy feeling we've done this one before, but it's so important I reckon another quick blast won't do us any harm. **Gavin Evans** and **Kevin Gale** have both come up with the same fab cheat for Hewson's most famous blast 'em up (with the possible exception of *3D Seiddab Attack*). It's a cinch, as all you gotta do is redefine the keys as Z,O,R, B, and A. Then a little tune plays and you go back to the menu. When you start the game you now have infinite lives! Cheers Gav and Kev, and keep those tips coming.

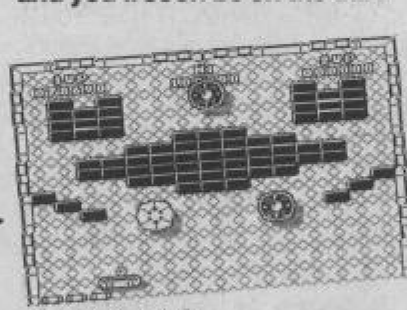
Mercenary

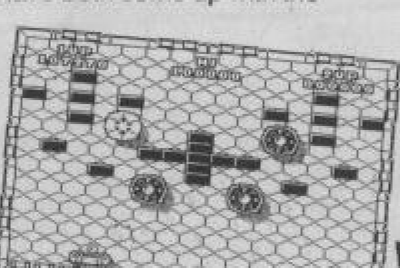
● Hello, who's this? **"Hello Snouty, it's me, Craig Detheridge here, with some *Mercenary* stuff. For a start you need the 'photon emitter' to see when entering dark rooms. You'll also need the six keys to get various useful objects. The shape of the doors refers to the shape of the key needed, except rectangular doors which don't need a key. The 'power amp' allows you to reach the 'Palyar Colony Craft' when using the 'Dominion Dart' space craft. Here is a short list of useful reference numbers. (All the following numbers are positive):**

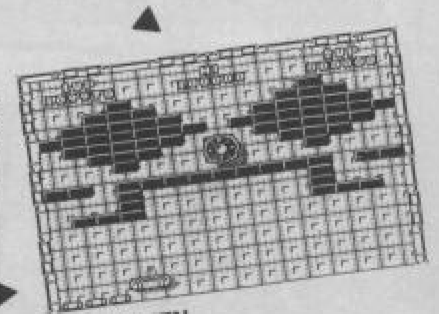
03-15	Hanger (interstellar craft)
03-00	Hanger (Mechanoid craft)
09-06	Hanger
09-05	Hanger (GBV craft)
81-35	Hanger (Gold is near)
11-13	Hanger
12-13	Jordan Airport (with GBV craft)

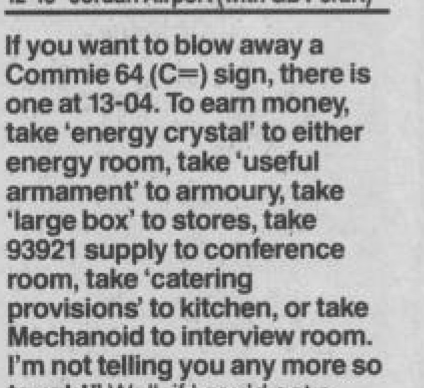
If you want to blow away a Commie 64 (C=) sign, there is one at 13-04. To earn money, take 'energy crystal' to either energy room, take 'useful armament' to armoury, take 'large box' to stores, take 93921 supply to conference room, take 'catering provisions' to kitchen, or take Mechanoid to interview room. I'm not telling you any more so tough!" Well, if I could get a word in edgeways, I'd have said 'that is just fine'. Thanx, old bean.


SCREEN SEVEN


SCREEN EIGHT


SCREEN NINE


SCREEN TEN


SCREEN ELEVEN


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DR. BERKMANN'S CLINIC

Right, students, stand around and watch carefully. Nurse, scalpel. Clamp. Forceps. Tyre-chain. Circular saw. Now we make the incision. I'm sorry, who said that? Oh, hello, are you still awake? Yes, I'd say you are. Nurse, fetch the anaesthetist. Well, wake him up then. Damned nuisance. Do you really need to be asleep? It won't hurt much. Oh well, call me in my office when we're ready. I think I'll go and open my Clinic.

Right. Who's first? Ah, here's a note from **Robin Dawson**, who'd like a few tips on D&H's brillsville boot game, *Football Director*. "It's so much more detailed and playable than all the other soccer management simulations, but it's very hard for a beginner (like me!). Can you give me a hand?" Well I'm pleased you asked, Robin, 'cos I've been glued to the game for the past month, having, as I do, a peculiar weakness for games of this (very specialist) sort. Most of it is common sense of course. Keep your squad even — if you have D4 M2 A7, for instance, the attack still won't score goals, as the midfield won't be passing through to them. The goalkeeper is important, though — an 8 in the fourth division and the team will still do well, no matter how bad the rest of it is. Don't spend all your mortgage money — you'll almost certainly go bust.

The main thing is to avoid moving up a skill level. While it's EASY you'll find it no problem to win fairly regularly, but as soon as it moves up to NORM, things get very much harder. To avoid the level change, play each team so you can just win (this takes some practice). If the level does go up, keep an eye on it and move back down if you get the opportunity. More tips will be welcome on this — has anyone got up to Div 1 yet? ('Cos I haven't!)



FINDERS KEEPERS

Loads of letters from Clinic readers answering **Gary Johnson**'s query from a month or two back. To get rid of the cat, you need to blow him up, and for that you need to collect the basic ingredients of gunpowder. **James Whitfield** writes:

"First of all collect the magic flame, which can be found in the cold upper maze — just look for the purple door. A bit further up is a green door — go through that and buy some sulphur from Anne the trader.

Next go to the slimy lower maze. Above you should be a gold door, through this, is Gort the trader's room where you must buy some charcoal and a transmat key. Go to the transmat room and get teleported.

Now go back to the big puss without boots and drop the charcoal and sulphur on the saltpetre, then drop the magic flame on that little bundle, and the cat'll blow up!"

Andrew Bowd also provided some more tips (philosopher's stone + iron bar = gold bar. Empty bottle + boat = ship in bottle.) **Simon Matthews** added a useful POKE for infinite lives: MERGE the program and insert POKE 34252,0 before the RANDOMIZE USR statement. Thanks also to **John Mitchell** and **Ian Morrison** for their letters. But the prize must go, I think, to **Wendy Stokes-Clare** who sent in not only the tips and the POKE but also a splendid map, which is part of Phil's map offer this month. Ta, Wend!



SAM FOX POKER

Coming to **Mike Street**'s assistance on Martech's porny card game is **Isidro Zoroza**, from Buenos Aires in Argentina. Mike was desperate for a POKE, (grubby little herbert), but for this he'll need a Multiface. Over to Isidro...

"LOAD in the game and start playing normally. Then when you are about to win a hand, activate the Multiface and enter POKE 26758,0 and then return to the game. When you win, your score will start to increase without stopping, so when you have 5000 points approx, press the Multiface button again and enter POKE 26758,109 and go back to the game. Now, by pressing any key, you'll be able to watch the complete strip sequence!" Wooorrrr!!!



RENEGADE

A quickie here from **Scott Stalham**, who asks how to do a low punch on a floored assailant in *Renegade*. Our impression here is that you have to pause briefly when you're standing over him, to allow the computer to pick up on the fact that he's down and you want to pummel him into oblivion. Then when it's adjusted to the situation, it'll let you punch him in the Urals automatically. Any comments, Clinicians?

GREYFELL

Ann Grant's having a few problems with this rinky little arcade adventure from Starlight. "Where is the candle?" she asks. Should be just outside the pitch black room. "What does the ICIbB4UXit' mean?" Well, try saying it aloud. Potbellius wants something for his trouble, which will unlock a certain door (mine's a pint of Pernod). Think about what "Lb" could be. "How do I get the other two keys? I've got the one from the dragon's cave." Offalorien will give you one in exchange for fruit. The other one's a mite trickier. "What does the clue 'Make Red Flag' mean?" Try putting a hammer on a sickle (geddit?). From what I can see, Ann, you're just over half-way through solving the thing. If you have any other probs, get in touch...

HAYLP!

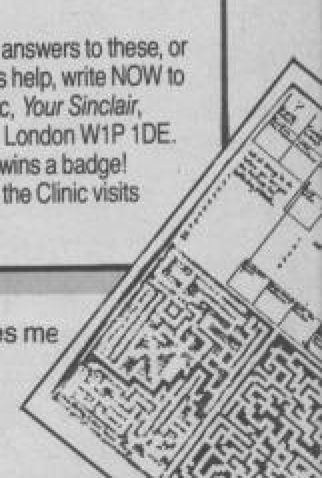
Loads of people yelling for help this month. **Martin Terras** has been playing *Avenger* for about a year, can't get any further than 35% and is desperate for help — i.e. a POKE. Ideas? **N P Powys** is having problems with *View To A Kill* — he gets to the bottom left hand corner to what looks like a safe, but keeps getting burnt up. He also wants to know the passwords for all the games (greedy blighter!) **Peter Makin** is in trouble with *Starglider*. "Where is the rear view scanner?" he asks. "Where is the supermissile?" And in *Glider Rider* he'd like help blowing up the reactors and getting into the compound. **Benjamin Wright** wants a map of the safe path through the marshy area in *SOS*, while **Mark Southern** wants a POKE for *Thanatos*. Can you help?

Moving right along, we come to **Ian Sloman** who wants hints on *Dragon's Lair 2*. He can get to the throne room but no further. **Simon R** (an enigmatic cove and no mistake) can't get past the first bit of *Infiltrator*. How should he conserve fuel? **Stuart Leithes** needs a POKE for *Scrizam* (infinite lives will do, he says generously). And finally, **Ellaine Edwards** (sic) has been trying for *two years* to complete *Nonterraqueous* (it takes about that long to type it, let alone play it) and she's understandably keen to do so fairly soon. POKE, anybody?

GOOD EGGS

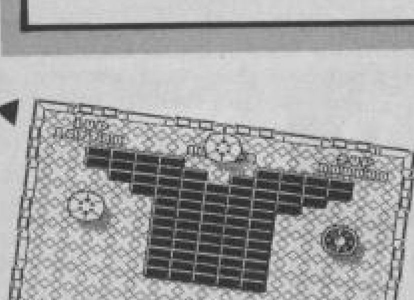
So if you've got any answers to these, or you need the Clinic's help, write NOW to Dr Berkmann's Clinic, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a badge!

And next month, the Clinic visits Targ...

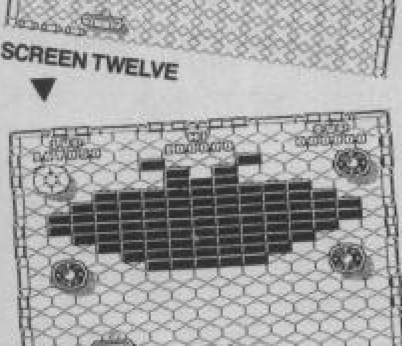


Finders Keepers

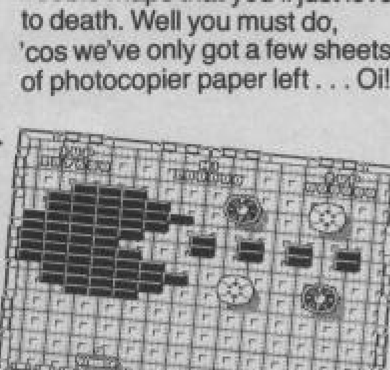
● In line with our policy of giving you what you want out of *YS*, here's another of those freebie maps that you'll just love to death. Well you must do, 'cos we've only got a few sheets of photocopier paper left . . . Oi! considering all the piles of requests for our previous freebies. So here it is, the *Finders Keepers* map, and it's free. Just send a stamped addressed envelope to: Finders Keepers Map Offer, *YS* Tipshop *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And hurry, Come back with that paper, Marcus . . . stop copying pictures of yourself for your fans, you know it makes me jealous that I haven't got any! Sassen frassen rassen.



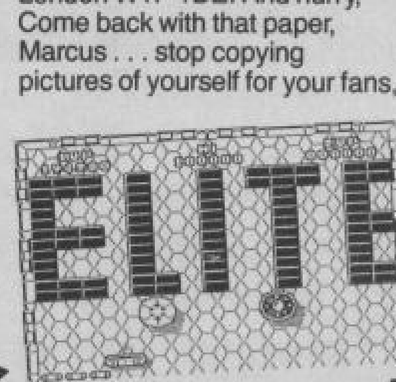
SCREEN TWELVE



SCREEN THIRTEEN



SCREEN FOURTEEN

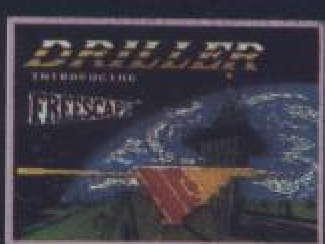


SCREEN FIFTEEN

So that's all she wrote, as they say in country 'n' western tunes. If you have any hints, tips, POKEs, and maps for any of the zillions of new games that are out this month, then send them to me: Phil South, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any I print get a special 'I've Got Big Tips' badge, (our very own version of the *Blue Peter* badge) which you can't get anywhere else on Planet Earth. So do it! You know it makes sense. ■









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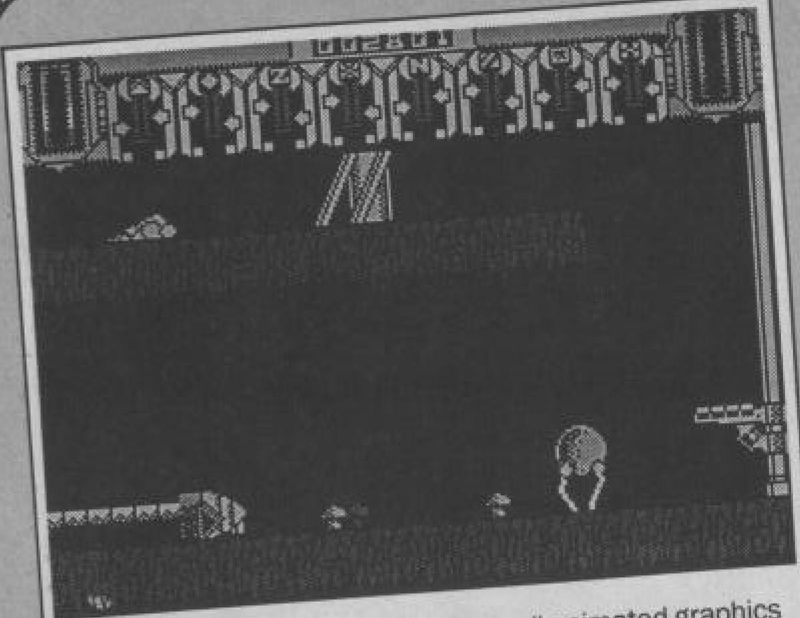
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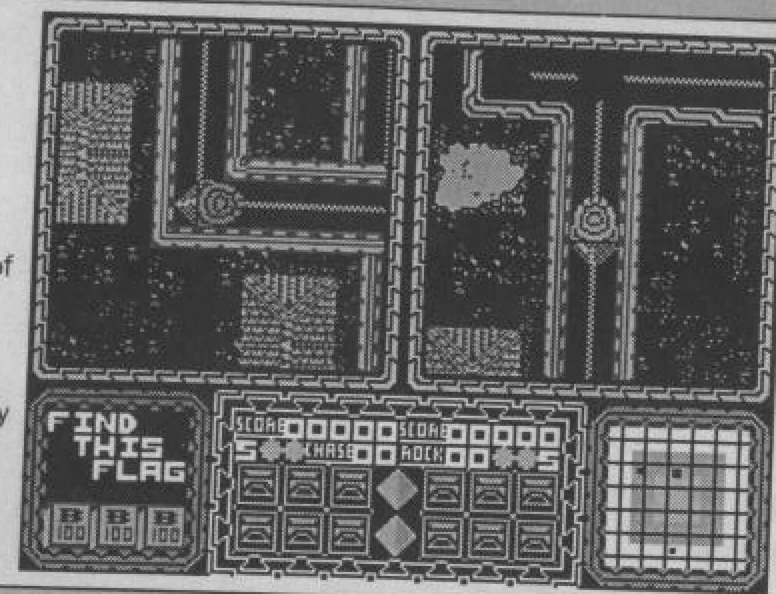
STOCKING FILLERS



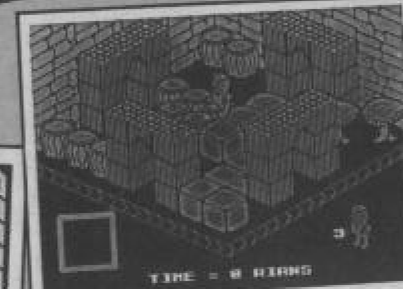
XANTHIUS

Players/£1.99
Flip-screen multi-platformed arcade adventure in which you (as a maintenance droid) must repair several processing units within a set time limit. The well animated graphics are a treat for the eye, while the game itself is more than a mite playable. Bright, colourful, well designed and ever such good value. **Tony Worrall**
Score: 7

WARS CARS CONSTRUCTION SET



Firebird/£2.99
"Grand Prix championship and stock car rally combined"? Nah, it's more of a maze game, with you competing against the Speccy to reach the target first. The game's only as good as its layout, and luckily you can make your own. It's all quite fun for a while, but there's little variety. Anyone for Scalextric? **David Powell**
Score: 6



HOLIDAY IN SUMARIA

Pirate/£2.99
Yup, it's yet another 3D arcade adventure. But where you battled with *Batman* or fought for *Fairlight*, this is a decidedly dodgy package of a holiday. The landscape itself is odd enough, and dark blue on black doesn't make for maximum visability. And when two monsters appear on the screen and everything slows down, you'll wish you'd stayed at home **Gwyn Hughes**
Score: 4

LAZERWHEEL



Mad/£2.99
Converted from the Commodore — perhaps something got lost in the translation. You shoot at aliens and their bombs revolving in a large circle, while bombs detonate and unhit objects reflect your fire. Okay in theory, but all eight sections are identical, and the aliens are just too damn fast! I bust a gut to reach level 5 with 65000, only to start again and get 54000 without touching a key. No answers on a postcard please — I lost interest hours ago. **David Powell**
Score: 4



FRUIT MACHINE SIMULATOR



Code Masters/£1.99
With more lights than Southend pier, every one-armed bandit's star points have been squeezed into this game's single-screen format. You can nudge, hold, gamble or collect, and also enjoy features like mega-hold, skill climb and winning streak which test reflexes as well as luck. Faithful but necessarily limited. **Rick Robson**
Score: 6

Score: 6

There are mounds of cheapies on the racks this Chrimble, some good, some indifferent and some terminally pitiful. We asked the Joystick Jugglers for their thoughts (the printable ones, at least) on some of the more recent offerings...



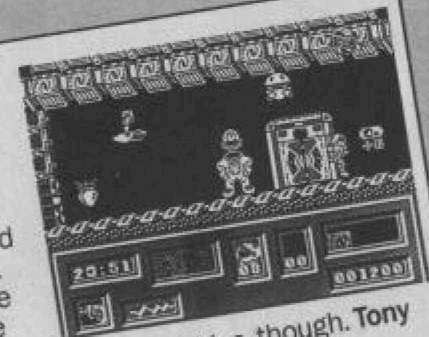
PROFESSIONAL SKI SIMULATOR

Code Masters/£1.99
Ski simulator my elbow! This new release is about as realistic as seeing Phil on skis. Where are the thrills and spills, the whoosh of snow, the après ski (hic)? Instead there are two very dodgy geezers wobbling around at the top of the hill, and then they're off. Well one of them is. If you're slow off the mark, the screen moves on, you're off the screen, impossibly out of your depth, and no chance of catching up. Piste poor. **Lucy Broadbent**
Score: 5



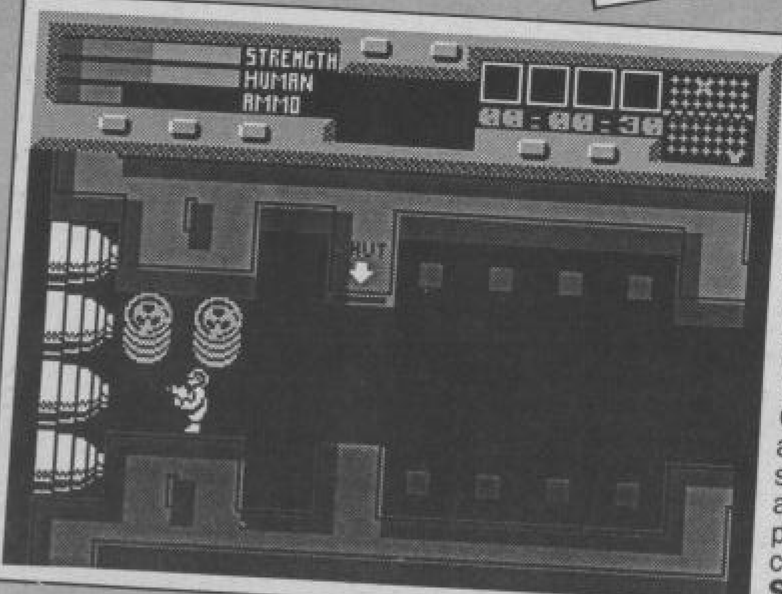
BOSCONIAN

Mastertronic/£1.99
Trans-Am replayed, in which you whizz around the galaxy blowing away space stations, enemy ships, debris and anything else you happen to find. Everything that doesn't blow up is something useful — fuel, bombs or whatever — so there's nothing lost in just shooting everything. Okay, but there's better around.
Tony Lee
Score: 5



OMEGA ONE

Mastertronic/£1.99
Flip screen arcade adventure, in which you collect things lying about, find ways of using them and save the world in 12 hours. Ever had that feeling you've seen it all before? If you've played the *Wally/Magic Knight* series then you've played this — same idea, same style, but less content. Nifty graphics, though. **Tony Worrall**
Score: 5

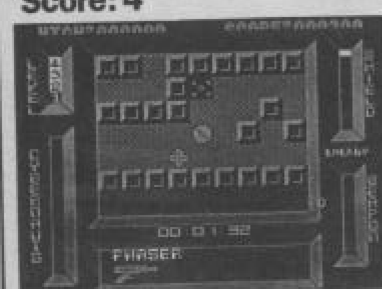


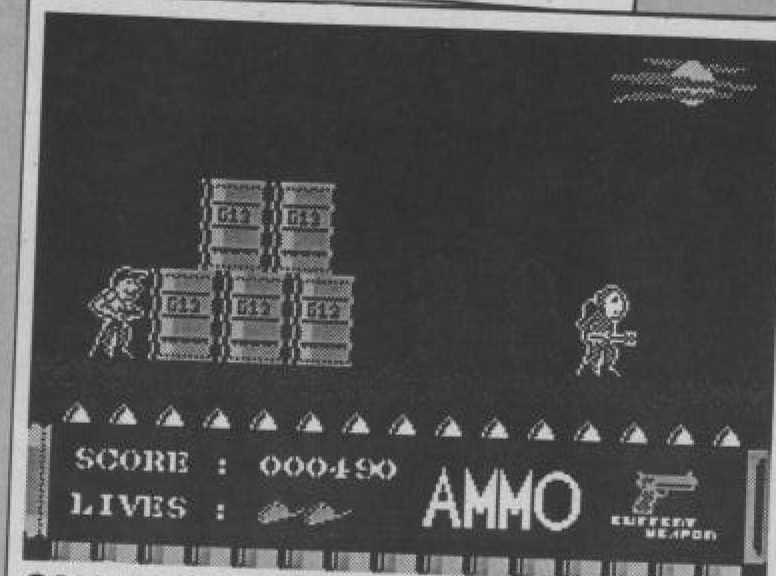
RESCUE

Mastertronic/£1.99
Your mission: to rescue scientists from a captured space station, while blasting space pirates and picking up supplies along the way. It's really a cross between *Into The Eagle's Nest* and *Captain Kelly*, consisting of a maze-like series of flip-screen rooms seen from above. Nice graphics, easy to play but impossible to complete! **Tony Worrall**
Score: 7

LEVEL 5

Mastertronic/£1.99
Eeek! I don't think Mastertronic is on the level with this one, an 'all-action arcade adventure', except without the action, the sense of adventure, or much in the way of arcade fun either. A boring shoot 'em up with tiny graphics and not a lot of playability or interest. Avoid.
Tony Worrall
Score: 4





CALL ME PSYCHO

Pirate/£1.99
A cut-price *Exolon* without the complexity. Left, right, left, right, left to right and keep on shooting if you want to make it to level two. The one problem is that the sprites are rather too big, making manoeuvring tricky, and responses aren't what they might be. Playable at the price, but "Don't call me Psycho, I'll call you!"
Gwyn Hughes
Score: 6

COMPO WINNERS

Last August we went bananas in a fit of midsummer madness. In our huge gigacompo, we had over 500 prizes to give away. We were beseiged with over 11,000 entries and out of the *YS* dustbin we picked the following winners:

1 **10 winners of Gremlin's *Auf Wiedersehen Monty.***
Kevin Greathead of Doncaster; D. Richardson of Burnham-on-Crouch; Gareth Young of Abingdon, Karl Lee of Blackpool; P.J. Owen of Llanrumney; Michael Bryan of Hyton; Hitul Thobhani of Leicester; Lee Cullip of Bracknell; N. Wittering of Royston; David A.E. Smith of Edinburgh.

2 **25 winners of Hit-Pak's *6 Pak.***
David Hancock of New Duston; K. Thompson of Letheringsett; Paul Maciver of Isle of Lewis; Neil Stafford of Higam Ferrers; Melissa Westerman of Allestree; Ronan Joyce of Castleknock, Dublin; A.M. Spayes of Abingdon; Keith Barons of Wakefield; K. Streeter of Brighton; Derek J. Millar of Glasgow; A. Hargreaves of Stockport; David Haffner of Redditch; S. Standen of Ilford; Simon Eades of Doncaster; Philip Thompson of Billinghay; Lindsey Campion of West Hallam; T.F. Bojczuk of Leigh; Alexander Stivaros of East Dusbury; Simon Brown of Lowestoft; Neil Harrison of Whetstone; Thomas Musk of Sudbury; Simon Ward of Pinner; Stephen Westcott of Canterbury; K. Clayton of Old Leake, Nr. Boston; Keith W. Adam of Dundee.

3 **10 winners of Durrel's *Saboteur II.***
Graham Stewart of Sibford Ferris; Iain Stuart Hudson of Halstead; Thomas Farren of Dublin; K Lambert of Berverley; Tim Nunney of Hot Park; Eric Roberts of Preston; R. Oliver of Stamford; Ian Moggridge of Llandaff North; Ben Willcocks of Fordingbridge; Alan Welsh of Islington.

4 **10 winners of *Slingshot* from The Power House.**
Stephen Wise of Newbury; Mark Archiso of County Down; Michael Clark of Cambuslang; Clive Hutchison of Keighley; Paul Wells of Sheffield; Paul McKay of Morpeth; Christopher O'Leary of Plymouth; David Potter of Leicester; Darren Regan of Stockport; P. Stott of Epsom.

5 **25 winners of Virgin's *Falcon, The Renegade Lord.***
Richard Robinson of Lanesfiel; J.E. Parsons of Surbiton; Neil Hallett of Walthamstow; P. Rudee of Ipswick; Jon Bruton of Fleet; Kerry Parsons of Surbiton; Andrew O'Brien of Barrow-in-Furness; D. Roy of London; G Jones of Bromley; Simon John Wilkins of Arkley; James Langmead of Watford; D. Smith of Grassmoor; Phillip Burns of Rumney; John Parlato of Allenton; Keith Evans of Liverpool; S. Akrigg of Sidcup; Justin Curtis of Carlton; Jamie Morris of London; Karl Manning of North Baddesley; Thomas Coulter of Alloa, Scotland; Kylea & Jody Browne of Deal; Paul Waugh of Bell Green; P. Parsons of Surbiton; J.M. Phillips of Redland; D.E. Richardson of Tolworth.

6 **Six winners of *Hades Nebula* and Six Winners of *Micronaut One* from Nexus.**
Ken Ingham of Amersham; Andrew Woolnough of Dyfed; Pachiter Dhaliwal of Warley; David Weir of Carlisle; Michael Wilcox of Rotheram; Ryan Halley of Astley; Ian Harrison of Llandudno; Andrea Taborelli of Ealing; Simon Kidd of Aberdeenshire; Stuart McMurty of Runcorn; Kevin Jones of Fishponds; Debbie Barrow of Ewloe.

7 **Four winners of Palace's *Barbarian* and *The Sacred Armour Of Antiriad.***
Peter James Bailey of Camberley; Jamie F. McLennan of Seaton; Paul Senior of Carlisle; T. Shepherd of Denton, Manchester.

8 **Five winners of Activision's *Enduro Racer* and *Star Raiders II.***
Tom Wheatcroft of Kings Norton; Alan Irvine of Canley; John Pearse of South Croydon; Richard Cannings of Highcliffe; Andrew Sutton of Gosport.

9 **One winner of everything PSS has done plus a T-shirt and mug.**
K. Cruddace of East Looe, Cornwall.

10 **One winner of 12 Code Masters' games.**
Stephen Flynn of Hanwell, London.

11 **Two winners of Cheetah Joysticks..**
C.D. Pickerins of Hull and Geoffrey Paice of Pulborough.

12 **15 winners of Starlight's *Dogfight 2187.***
Lee Crowther of Castleford; Clare McEvilly of Prescot; Philip O'Malley of Sale; Peter Ruston of Halesowen; Duncan Hirst of Ashby; Steve Docherty of Greenock; Mr E.F. Nicholls of Holborn; Stepehen Morrell of Harrogate; Daniel George of Acomb; A.J. Steel of Bolton; B. Hughes of Bourneville; Anthony Dolan of Middleton; Lee Ford of Epping; David Clarke of Tooting; Paul Blanchard of Westfield.

13 **15 winners of Advance's *Indoor Sports.***
Steven Gidlow of Immingham; Steven Brown of High Blantyre; Martin Wyatt of Yate; Andrew Caldwell of Gourock; Teresa Bell of Greenock; Geoffrey Annett of Nottingham; Adrian Wraight of Yarnton; Neil Herron of Chichester; Graeme Rimmer of Stafford; Paul Wilkes of London; Gary Collins of Tyne and Wear; Steven Chate of Barkingside; Stuart Doris of Cramlington; Miss M.A. Stanley of Mill Hill, London; Darren Oldman of Peterborough.

14 **15 winners of Alligata's *Livingstone, I Presume***
David Palmer of Birmingham; Richard Williams of Bradford; Tommy Green of Mitcham, Surrey; Craig Thornton of Nettleham, Lincoln; Steven Cross of Birstall, Leics; Nicholas Wall of Sunninghill, Berks; Mrs T.K. Sargent of Harlow, Essex; Riaz 'Gizmo' Patel of Forest Gate, London; B.C. Steele of West Drayton, Middlesex; Damian Erbe of Margate; Alastair Lindsay of Livingston; Mark Gibson of Potters Bar; R. Tinson of Nottingham; Justin Jacobs of Bordon, Hants; Ian Harris of Westcliff-on-Sea.

15 **10 winners of Cascade's *Sky Runner.***
Christopher Leyshon of Port Talbot; J.E. Smith of New Romney; Scott Wilson of North Cheam, Surrey; Darren Mitchell of Gravesend, Kent; Alison Clark of High Wycombe, Bucks. Thomas Pugh of Walsall; Chris Sexton of Wimborne, Dorset; David Watson of Stanford le Hope, Essex; Patrick State of Mansfield, Notts; Jason Hughes of Tamworth, Staffs.

16 **15 winners of Gargoyle's *Shockway Rider.***
Gerard Conlon of Brentford, Middlesex; Howard Steele of Tottenham, London; Mark A. Hutton of Cramlington; Andrew Lee of Enfield; Stephen Merritt of Haverhill, Suffolk; K. Shaw of Holborn, London; Colin Gilchrist of Glasgow; Simon Lennox of Castle Dawson, Co. Londonderry; Christopher Hall of Blackpool; Matthew Byford of Romford; Gary Smith of Chigwell, Essex; Roger Davis of Cheltenham; Sean Byrne of Bexhill on Sea, East Sussex; Andrew Nelson of Blackburn, Lancs; T.S. Hearne of Isle of Wight.

17 **15 winners of Atlantis' *Sceptre Of Bagdad***
Paul Smith of Portadown, Co. Armagh; David Smee of St. Helens, Lancs; Graeme Scott of Spenny Moor, Co. Durham; David Catterall of Andover Hants; A. Jones of Oswestry; Mark Cooper of Doncaster; Mark Taylor of Higham, Kent; Mark Lewis of Bracknell; Desmond Lowe of Bury St. Edmunds; Colin Allen of Truro, Cornwall; Luke John Curtis of Braintree, Essex; Jeremy Phillips of Upton-upon-Severn; Gordon Baker of Ayr, Stephen Woodcock of Wolverhampton; Sean McEvoy of Plymouth.

18 **10 winners of Microsphere's *Contact Sam Cruise.***
John Bird of Bookham, Surrey; Steven Smithwhite of Livingston; James Melice of Telford; Richard Dimambro of Aberdeen; Lorin Clough of Didcot; David Low of Kinfauns, Perth; Andy Holbrook of Bexley; Jake Gellatly of Stonehaven; Steven Lee Broadbent of Halifax; Andrew Everingham of Sittingbourne.

19 **Three winners of a *Gauntlet* T-shirt and a US Gold Sweatshirt.**
Keith Richards of Stalybridge, Cheshire; Andrew Langford of Blaenavon, Gwent; Philip Marshall of Middlesbrough.

20 **15 winners of Piranha T-shirts.**
Andrew Owen of Carshalton, Surrey; Sergio Ginja from Portugal; Dan Lyden of Scunthorpe; Mervyn Neill of Belfast, N. Ireland; R. Habgood of Woking; Brian Brooks of Torquay; Chris Heath of Solihull; Paul Leahey of Belfast; Robert Steel of Woodbridge; Neil Frankpitt of Exmouth; Alan H. Boyt of Basingstoke; Stuart Thurston of Hull; N.J. Thomas of Twickenham; M. Watson of Wrexham, Clwyd; Gary Dean of Huntly, Aberdeenshire.

21 **One winner of an Ocean Sportsbag and Six Ocean Mugs.**
B. Graham of Southwick, Sunderland.

22 **10 winners of Konami's *Nemesis.***
A.T. Guy of Kendal, Cumbria; Mark Frier of Hyde, Cheshire, Andrew Hardie of Bridport, Dorset; Zak Powey of Exeter; D.H. Harvey of Cambridge; David Flintoff of Malvern, Worcs; Heather Petrie of Perth; David Alexander of Swaffham, Norfolk; Kevin Hall, Kidderminster, Worcs; Matthew Spence of Market Harborough.

23 **10 winners of Beau Jolly's *Five Star 2.***
Paul Hopkins of Edinburgh; Mark Williams of Isle of Arran; Branko CvetKovic of Birmingham; Keith Yuen of Bargoed, Mid Glamorgan; P.A. Stead of Nottinghamshire; Darren Hall of Solihull, West Midlands; David McIntyre of Sheffield; Andy Beale of Exeter; Sarah Wildman of Exeter; Matthew Boyle of Bushey Village, Herts.

24 **10 winners of *Enterprise, Wiz* and *Mystery Of Arkham Manor* from Melbourne House.**
Michael J.F. Ireland of Norwich; Jonathan Whittle of St. Annes, Lancs; Denis Curtin of Manchester; Philip Kerridge of Orpington, Kent; Mr K. Perren of Walton-on-Thames, Surrey; Timothy Hammond of Weybridge; Fiona Robertson of Dundee; Gordon Anderson of Glasgow; Scott Garner of Leicester; Jonathan Morgan of Poole, Dorset.

25 **Five winners of CCS's *Yankee Zulu Wars* and *Vulcan.***
Andrew Simpson of Edinburgh; Gary Smith of Alford, Lincs; Mrs A. Camp of Oxford; James Roberts of Reading; Chris Wright of Dartington Totnes.

26 **Three winners of *Silent Service*, and two winners of *Acrojet*, all from Microprose.**
Anna Jackson of Ruthin, Clwyd; Andrew Simpson of Edinburgh; Nicholas Ely of Wadebridge, Cornwall; Vaughan Carling of Co. Durham; Matthew O'Connor of Bourne, Lincolnshire.

27 **10 winners of a copy of Martech's *Pulsator.***
Jan Palm of Sweden; Paul Cruega of Coleshill, Warks; Anders Edin of Sweden; L. Standen of Ilford; Nik Felgate of Plymouth; Alistair Pascoe of Helstop, Cornwall; Simon Lee Man of Co. Armagh, N. Ireland; Marc Holloway of Spain; G. Thompson of Wyre Hill, Worcs; Tony Barlow of Lowestoft.

28 **Five winners of Mirrorsoft T-shirts and mugs.**
Chad Gray of Lossiemouth, Morayshire; E.J. Tomlinson of Gt. Yarmouth; Carlo Romis of Italy; Terry Lanfear of Cardiff; Steve Gawthorpe of Hull.

29 **15 winners of US Gold's *PSI-5 Trading Company.***
Robert Hudgell of Tiverton, Devon; Darren Hartwell of Leamington Spa; Ian Rose of Warley, West Midlands; Simon Pallant of Shetland; Paul Lauff of Frankfurt, West Germany; Andrew Slynn of Peterborough; Jonathan Barnham of Warrington, Cheshire; A. Jones of Oswestry; Keith Richards of Stalybridge, Cheshire; Robert McGonigle of Co. Donegal, Ireland; David Murray of Dublin; Alan Meecham of Penicuik, Midlothian; Paul Robinson of Rhondda, Mid Glamorgan; James O'Kelly of Bury St. Edmunds, Suffolk; Bobby Oliver of Hull.

30 **Five winners of *RanaRama* T-Shirts and 10 winners of Hewson's *Gunrunner.***
A.J. Markham of Great Yarmouth; Hanson Fernandes of Hayes, Middlesex; Philip Jackson of Littlehampton; Martin Macleod of Airdrie; Robert Mitchell of Blackburn, West Lothian; Mrs C. Petch of Kendal; Brian Jones of Rustington, West Sussex; Bjorn Bratt of Sweden; Philip Merritt of Gravesend, Kent; John Nightingale of Co. Durham; Bobby Hutchinson of Bethnal Green, London; Mrs S. Suthers of Horndean, Hants; Paul Chapman of Herne Bay; Aaron McGinty of Londonderry; M. Walton of Oxford.

31 **Three winners of Konix Joysticks.**
Robert Collins of Pimlico, London; Richard Kumps of Belgium and Jacob Keeling of Melling, Merseyside.

32 **10 winners of Mastertronic's *Flash Gordon, Amaurote* and *Jackle & Wide.***
Tim Jarrett of London; John Curran of Little Sutton, South Wirral; Neil Finegan of Skelmersdale, Lancs; Mark Andrew Farrell of Manchester; James Matheson of Inverness; Adrian Thompson of Market Harborough, Leics; A. Back of Bakewell, Derbyshire; Scott Wilding of Kettering, Northants; Michael Seddon of Dudley, West Midlands; Paul Rafferty of Dublin.

33 **One winner of Incentive's *GAC, Winter Wonderland* and *Apache Gold.*** *Ian Turner of Redditch, Worcs.*

34 **Two winners of Rainbird's *The Pawn.***
Stephen Criddle of Bridgewater, Somerset and Jamie Cunds of Neath, West Glamorgan.

35 **Two winners get a set of Gilsoft's *Quill, Illustrator, Press* and *Characters.***
Billy Reilly of Dublin and P.L. Dundon of Sittingbourne, Kent.

36 **10 winners of Infogrames sweatshirts.**
L. Smith of Hull; Ben Williams of Kingston, Surrey; L. Spence of By Ayr; Dharinder Sharma of London SE25; Paul B. Cassidy of Weymouth; Paul Skinner of Worcester Park, Surrey; Shaun Chillingworth of Holsworthy; Ronald Henderson of Hamilton, Lanarkshire; Julian Pime of Colnbrook, Bucks; A.S. Lockhead of Bournemouth.

37 **15 winners of Mikro-Gen's *Classic Collection Compilation* and eight winners of Mikro-Gen pocket calculators.**
Martin Highmore of Oxford; Nathan Ramsden of Wakefield; Mr J. Phillips of Ashford, Kent; John Williams of Higham, Gloucestershire; Andrew Jubb of Doncaster; Christopher Calverley of Eastleigh, Hants; Stuart Daniels of Broom, Warks; Christine Lee of Kirkby in Ashfield, Notts; Daniel Connor of Beckenham, Kent; S.E. Bingham of Co. Armagh; Kevin McIntosh of Aberdeen; Gary King of Thetford; Patrick Friel of East Calper; Keith R. Hamilton of Glasgow; Tony Gaskell of Worksop, Notts; Stephen Brown of Reading; Ian Jay of Yeovil, Somerset; Grant Bejamin of Rushden, Northants; Simon Penfild of Blackwood, Gwent; L.A.C. Andrew of Peterborough, Cambs; S.M. Scrivener of Luton, Beds; Paul Hewitt of Cardiff; B.J. Carter of London.

38 **10 winners of Beau-Jolly's *5 Computer Hits.***
Craig Price of Mountain Ash, Mid Glamorgan; David Mulvihull of Co. Longford; Matthew Chandler of Hostert; Christoph Idstein of West Germany; Richard Peterson of Weston-Super-Mare; Peter Simpson of Dunfermline, Fife; Ian Foley of Loughborough; Chris Tattum of Olney, Bucks; Glynn Robinson of Belfast; Tony Arnold of Derby.

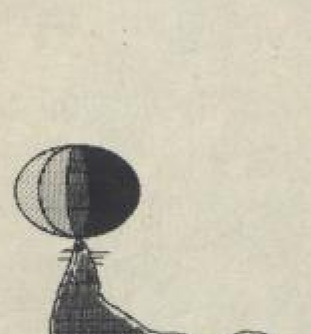
39 **10 winners of CRL's *Piggy Packs.***
Robert Wainwright of Lutterworth, Leics; Adam Amos of Romford, Essex, Craig Wilson of Air; Jorma Stenman of Finland; Ian Mann of Poole; Mathew McIvor of Warley, West Midlands; David R. Plant of London N3; Simon Bacon of Burton-on-Trent; Ian M. Wrigg of Wirral, Merseyside; Anthony Brooks of Chesterfield, Derbyshire.



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PILOT ONE
PLANES 03
SCORE
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TAKE OFF
ARM AIRCRAFT
ACE 2
AIRCRAFT WEAPONS SELECTION
6×HEAT AIR-AIR
4×RADAR AIR-AIR
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PREPARE FOR TAKE OFF
PILOT TWO
PLANES 03
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PLANES 03
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ACE 2
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SCREEN SHOTS

This is where the Chrimble games avalanche begins, funsters, with all the biggies rated, and an amazing 11 megagames! Gor lumme!



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

YOUR SINCLAIR MEGAGAME

DARK SCEPTRE

Firebird/£7.95

Mike As far as scores go it's 999 all the way down the line, and you might need to call out the emergency services to help you through this new little beauty from Mike Singleton. It even goes beyond what he did with earlier titles like *Lords Of Midnight* and *Doomdark's Revenge* as he's produced a state-of-the-art graphical tactics adventure that adds a smidgeon of *Swords And Sorcery* and a hint of *Heavy On The Magik* to those previous games. Can you imagine a *Doomdark* in which you're down on the ground controlling individual characters as well as deciding overall strategy?

The game's set in the Isles of the Western Sea, where the Lord of the Isles has made a big mcCock-Up. He forged the Dark Sceptre to defeat the invading Northlanders, but they seized the Sceptre and absorbed its power, becoming the Lords of the Shadow. They are now gripped by evil and ruled by the Sceptre, and the forces of the Isles must find and destroy the Dark Sceptre itself.

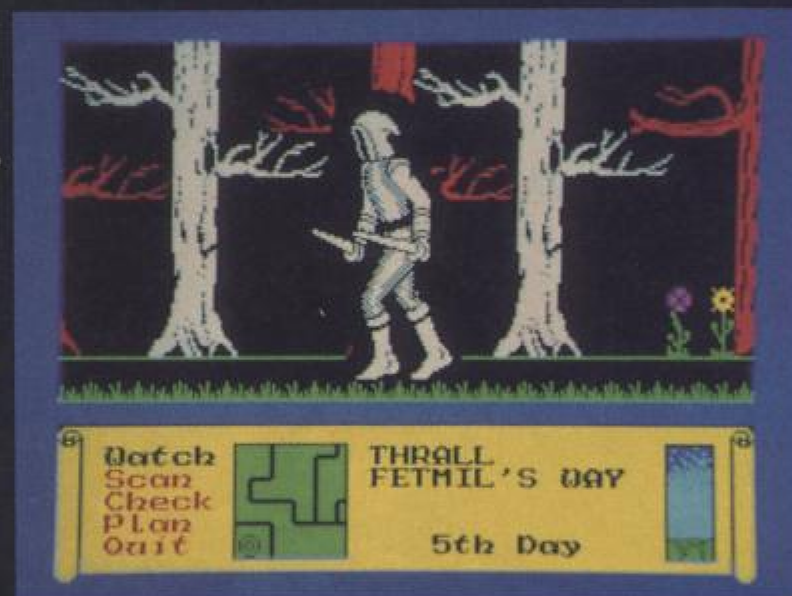
There are seven teams of warriors roaming the Isles, each indicated by a colour. Umbrarg's warriors are the Shadow Lords, and are red, while white marks your own team. The five sets of fighters in between should begin the game neutrally, and both you and the Shadow Lords can try to beat or befriend these warriors, as you think fit.

Each team is made up of men of various qualities, from Thanes to Thralls. The Thane is the team commander, without whom the entire company will be more readily defeated. A Thrall is a simple underling, a pawn in comparison to other more complex characters like Mystics, Heralds, Savages and Assassins.

In the top window we see the excellently animated characters going about their business, loping along in brilliant graphic detail. Below that and to the left are the five basic options through which the game is controlled. Top option is WATCH, and this allows you to see at once any fights that take place when hostile characters meet. Only one fight will take place at a time, and you're alerted to it by the distant clash of sword on sword — good sound effects too. The outcome is strictly according to each character's attributes, and with evenly-matched characters then victory goes to the aggressor. The meek shall definitely not inherit the Isles of the Western Sea.

You can inspect a character's vices and virtues by choosing the CHECK option, and try to match these with the tasks you set.

A small window in the lower part of the screen shows your immediate surroundings, and by selecting SCAN you can see the map of the whole Western Isles, looking remarkably like a map of the London Underground. The PLAN option is definitely where the game is won or lost, as it's through this that you give your men their commands.



Fetmil looks a cheery chappie, and being a bit of a Thrall he's probably looking for trouble. Use the map below for immediate reference, and remember to keep your eye on anyone else in the area.



A fair old choice here, but only some of your characters will do quite a few of these things — for instance, you'll need a Mystic if you want to Charm, Curse or Bewitch.

As well as nifty graphics and sound, *Dark Sceptre* is well designed making it accessible and easy to play — in the sense that it's very quick and simple to grasp, without needing keyboard overlays, 64- page instruction manuals and seventeen fingers.

YS CLAPOMETER

Excellent graphic detail in a complex and thoughtful game that'll test both new and old hands at adventuring.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

YOUR SINCLAIR MEGAGAME

ALIENS U.S.

Electric Dreams/£9.99

Phil Fifty years ago, flight officer Ripley narrowly escaped death at the hands of an alien, a ruthless and biologically perfect killer. Her small ship drifted for those fifty years until, by chance, it was discovered by a deep space probe, and returned. Now Ripley is being taken back to the plant LV-426, where she first encountered the creature . . .

I must say, it's good job I was wearing the old brown cord trousers when I went to see *Aliens* the movie. Worra tense film! And then there was the first Electric Dreams game which was another tense little drama, covering the run from the atmosphere processor to the landing pad. Now we have the US version of the game, originally designed by Activision (US) for the C64, and converted to the Spectrum by Mr Micro *(Who he? Ed)*. The game is a compendium, which although it doesn't mean you get Snakes and Ladders, Tiddley Winks and Snap, it does mean that you get 6 tightly crafted and well hard games to play. The atmosphere of the film is so accurately captured at times I had to hide behind the sofa to play it.

You begin the game steering the Dropship down through the atmosphere of LV-426, through a series of guidance circles on your heads-up display. This section of the game is quite hard, and it's probably for this reason that Electric Dreams has incorporated a 'skip' feature, whereby you can push SYMB SHIFT/7 to jump onto the next level. In this case the next level is the APC Rescue Attempt, where you have to guide the marines back from the catwalks under the atmosphere processors to the APC, the armoured command car. This again is quite hard, 'cos you have to get away from the swarms of aliens and control four marines at once. Then it's on to the Operations Room Rampage, where you are left on your own to fend off a barrage of aliens while your team cut through the door at the end of the corridor. After that, you are running through the maze of air ducts looking for the exit that takes you to the Dropship, whilst avoiding the crawling aliens. Phew!

But as you know, when you get back to the ship, you go back to find Newt on the catwalks. You follow her signal on the locator, and shoot at the aliens as they leap out at you. And finally having escaped (so you thought), you are faced with the Alien Queen, and have to beat her up with the loader arms before flinging her down the hatch.

Aliens features a nice variety of game types, with left/right scrolling, plan view and point-of-view styles being used to gasping good effect. Splattering good fun.

YS CLAPOMETER

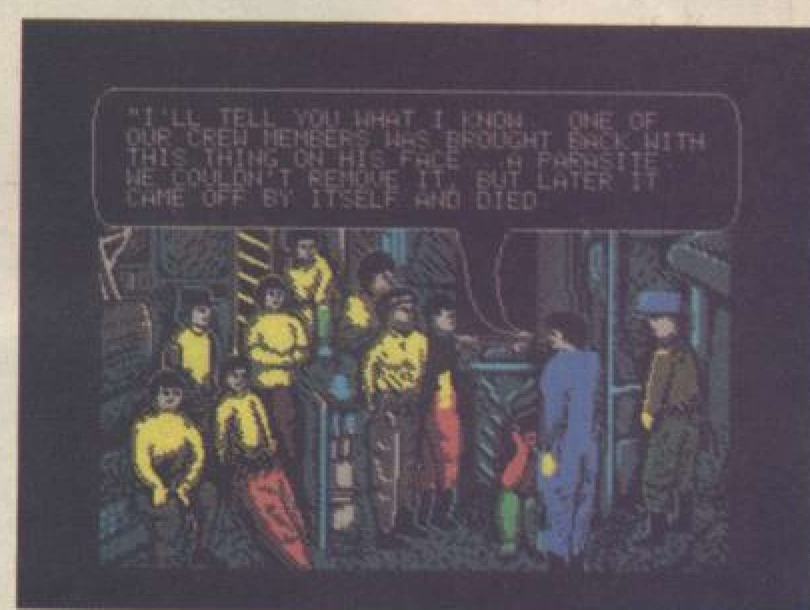
A brilliantly executed computer movie, where you play the leading role to terrifying effect. First class.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



As you steer down to the planet's surface, you are guided by the heads-up display, computer generated circles projected onto the windshield. You must keep the ship in this pipe, or the excess hull ionisation will cause the drop to abort.



The game is linked throughout with lots of nice graphics like this one, telling some of the story of the film, and setting the scene for those people who didn't see it in the first place. The real strength of this game is that it really gets the atmosphere across using devices like this.

JOYSTICK JUGGLERS



David Powell — Another new Screenshotter, who blams his way through many a Speccy game in spite of his day-job as a programmer. This month he rampages through *Rygar*. Let's fight!



Nat Price — Hitherto invisible *Spectacular* editor (i.e. we forgot to mention his name when he did a review for us a month or two ago) who'll now be contributing regularly. Now don't you wish you'd entered the Fanzine compo?



Mike Gerrard — The troll supremo makes one of his regular excursions onto the colour pages with a detailed rave of *Dark Sceptre*. But after that it's back to all his usual elves, gnomes and lamps that never seem to light (unless you've bought a candle from the magic pixie).



Richard Blaine — Rather on the skids after his starring role opposite Ingrid Bergman in *Casablanca*. (Now appearing in *Old Mother Goose* at the Empire, Bletchley.)



Tony Worrall — Currently preparing his detailed Players' Guide to *Mercenary* which Phil hopes to publish next month in Tipshop. All this and married too? We've met Val — worrallucky man! (Geddit?)



Rick Robson — Still being harrassed by the RSPCA following our revelation that he keeps small furry animals in his beard. Perhaps it's just as well that no-one's told them about his trainers! (Yuk!)

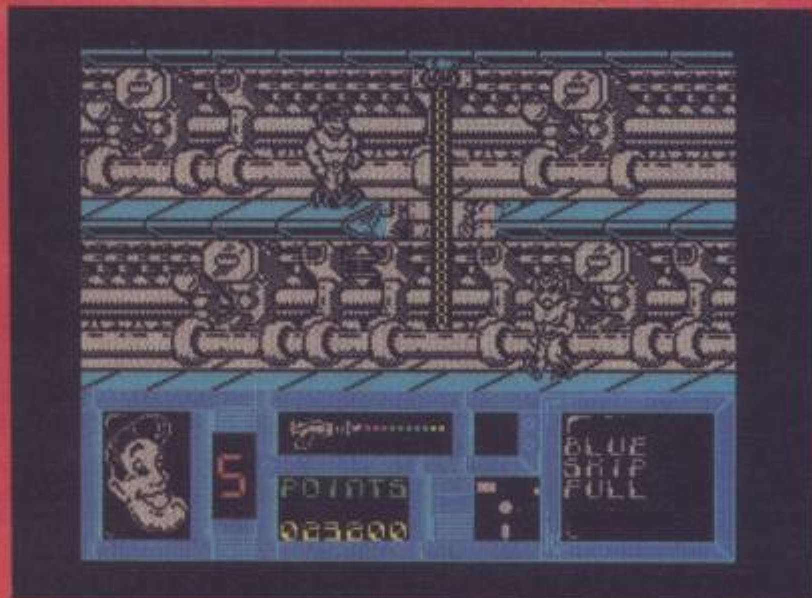


Jonathan Davies — Our other *Spectacular* man, who fortunately for us turns out to be a flight sim freak. Fortunately too for MicroProse, whose *Gunship* he reviews this month.

FREDDY HARDEST

Imagine/£7.95

Jonathan They say "Don't drink and drive", and perhaps they should extend that to flying as well, 'cos after having one too many at one of those awful all-night intergalactic parties, *Freddy Hardest* has gone an' crashed his spaceship on an enemy planet. As all the phones seem to be phonecard-only, he can't get a mechanic, so instead he decides to do what you or I would have done — break into the enemy base and nick one of their ships. (*Speak for yourself. Ed*)



First of all Freddy, who's one of those hunky astral playboys we all dream of being, has to find the base. This means wandering along a scrolling landscape wasting aliens left, right and centre with a variety of martial art moves and the usual laser pistol.

Then it's time to load in part two, type in the code number you were given at the end of the first part (whaddya mean you can't remember it?) and start looking for some transport. Having found the correct ship, loaded it up with fuel, got the codeword and worked out the take-off procedure he can finally jump in and hit the heavens.

While previous Dinamic stuff tended to be hot on graphics but a little cooler where addictiveness was concerned, this is certainly not the case with *Freddy*. Okay, so part one is a bit monotonous, but it's easily beaten and things are much more fun in the second bit.

Although it bears a frightening resemblence to the notorious *V* it's actually very good, with just the right mix of beat 'em up and exploration.

Graphics are without doubt the game's strong point, with well animated sprites and nicely drawn backgrounds in part two. For some reason though, Freddy doesn't appear to have a nose! It's probably just as well, considering the amount of after shave these guys tend to wear.

Definitely worth a look for all would-be bodybuilders.

YS CLAPOMETER

An interesting blend of hack 'em up and arcade adventure, good value too.

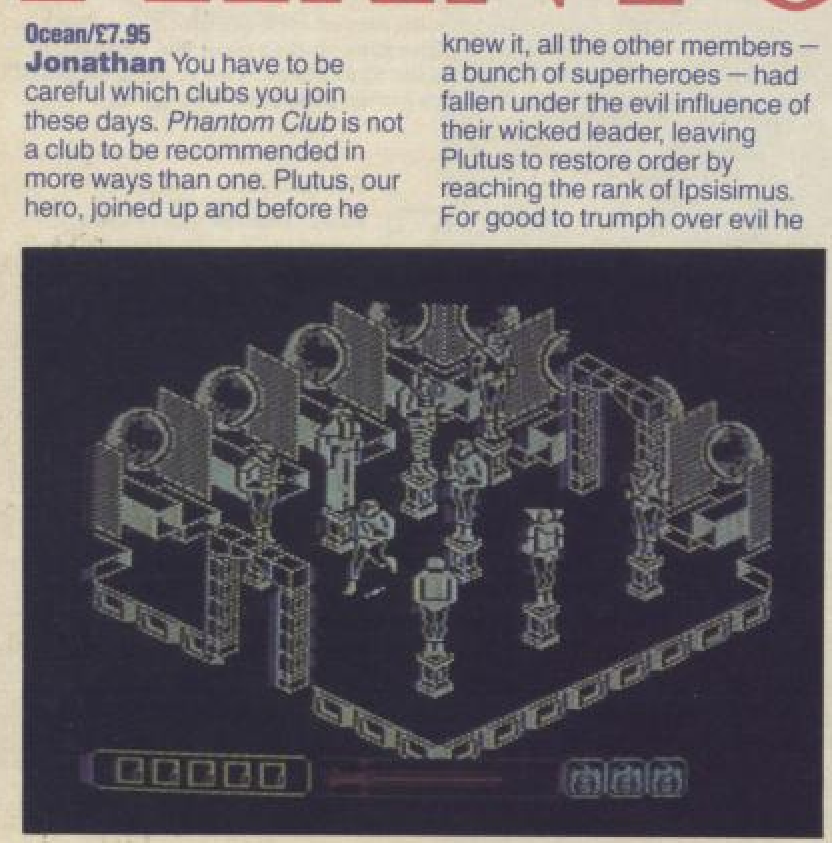
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

PHANTOM CLUB

Ocean/£7.95

Jonathan You have to be careful which clubs you join these days. *Phantom Club* is not a club to be recommended in more ways than one. Plutus, our hero, joined up and before he knew it, all the other members — a bunch of superheroes — had fallen under the evil influence of their wicked leader, leaving Plutus to restore order by reaching the rank of Ipsisimus. For good to trumph over evil he has to complete ten perilous missions in the Phantom Club HQ. (*Should have joined the Kit-Kat Club Ed*).



The game opens to a rather rough rendition of *The Antiques Road Show* theme tune (*Two million pounds? But I only paid 50p for it! Ed*) and then you get a touch of deja vu. The highly detailed Filmation-type graphics will remind you of *Movie* because both games were written by the same chap. The graphics are definitely the strong point and judging by the sheer quantity of different sprites, objects and backgrounds, they must occupy vast amounts of memory.

But your task is pretty awesome, if not tedious. To begin one of the missions you've got to knock up at least 40,000 points by shooting super-heroes and picking up bonuses, but as each baddy only collects 50 points when dead, it might take you 'til Xmas next year. The trouble with *Phantom Club* is that once you've been everywhere and done everything there isn't much left to tickle your fancy. You can while away the time by filling baddies with psychic bolts or drawing maps (there are over 550 rooms) but the novelty soon wears off.

If you want a lot of chocolate on your biccies, don't join this club.

YS CLAPOMETER

Graphically good, but otherwise rather bo-o-oring. Only superheroes need apply.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

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BRAVESTARR

Go!/£8.99

Tony Worrall Hi ho Silver, and away we go into the sunset on a brand spanking new Go! game. Go west young man, and don't spare the horses. But if you can find a horse in this epic futuristic wild west arcade adventure you are a better man than me! Dig that groovy bit of animation as our hero 'rides' into the sunset astride his faithful, but horseless saddle. Can't they draw 'orses?

We've had every other toy conversion under the midday sun, but you ain't seen nothing yet! *Bravestarr* is a down-to-earth, frenetic shoot 'em up, that relies heavily on an adventure scenario to develop the plot.

Take control of *Bravestarr* and use his six-shooter laser gun to decimate the followers of the evil Stampede. Along the way, certain buildings have to be entered and clues found to enable you to travel to other parts of the planet. A scroll at the top of the screen to start with only depicts two areas to explore, but as clues are found, more pictures are added to the scroll. Moving a pointer to a picture activates the phantom saddle that allows our hero to reach that area.

Sounds complicated, but it works like a shoot 'em up version of, *Redhawk*. And dammit, it works very well! *Bravestarr* is (he says, reading the advertisement blurb) a conversion of the top selling Filmation/Mattel toy/cartoon series. Can't say I have ever come across it before, but if this game is as good as the cartoon, I'll be glued to the box next time it's on. On the wild, wild west planet of New Texas (turn left at Tau-Ceti, then ask) something's a stirring. This something turns out to be Stampede and his thoroughly nasty followers. Stampede's aim is to bring to life long dead creatures that once roamed about the planet, and to use these poor creatures to his nefarious ends. To fulfil this task, Stampede kidnapped an Indian mystic called Shaman in order to utilize his magical powers.

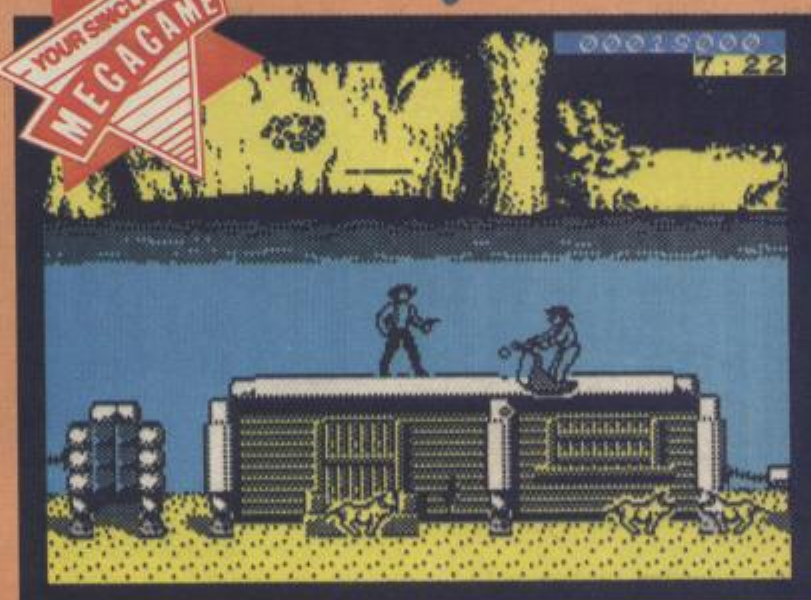
Bravestarr, who also happens to be the Marshall of New Texas is unhappy about all this, and vows to put the damn yankee straight on a thing or two. Things may be a bit tougher than he thinks. Tex Hex, a despicable character, has joined Stampede in his fight. Tex can stand up to quite a battering before you can sling him in jail.

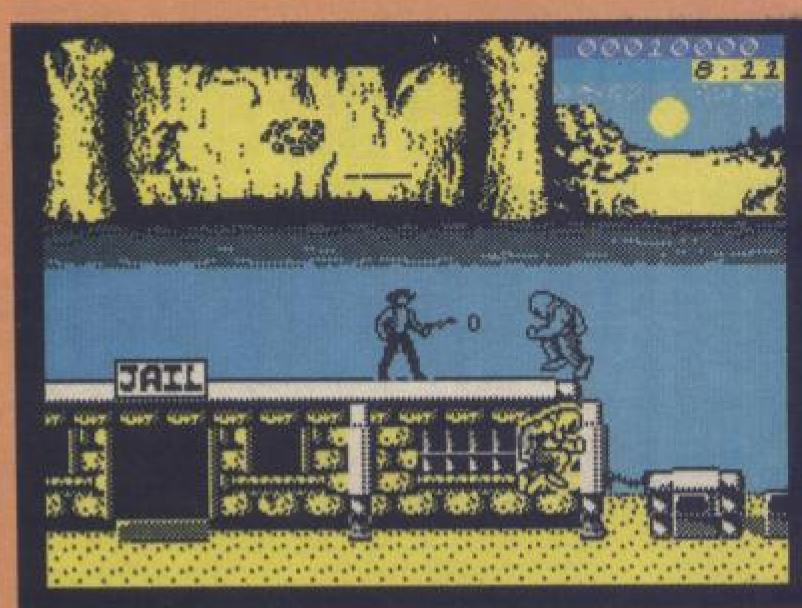
The action is similar to games like *Cobra*. Creatures attack from all sides, and in a variety of forms. Contact drains away time from the nine day limit, collision with large bombs wipes away a hefty chunk. Things are quiet at first, but your joystick will be melting after a very short while.

Bravestarr plays like a genuine arcade game. It begins reasonably tamely, but soon builds into something special. The adventure slant gives it a unique feel, and lets you have a well-earned rest in the middle of the game (if you need it). The graphics are excellent, and although the central characters are a little small, they are all animated to perfection.

Bravestarr is a voyage of discovery, and I'm glad I discovered it.

YOUR SINCLAIR MEGAGAME





YS CLAPOMETER

Excellent shoot 'em up arcade game with more than a twist of problem solving. This is one to melt your joystick.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

YOUR SINCLAIR MEGAGAME

SLAINE

Martech/£8.99

Phil Slaine the King, Slaine the Warrior, Slaine the Drunken Merrimaker... Yes, that is the character of *Slaine*, in the deep, dark past of this land of ours.

Slaine is a very unusual game, a sort of freeform hybrid somewhere in the marshy ground between arcade game and graphic adventure. The system used to create this effect is called *Reflex*, an original concept involving the real time selection of text with a free floating cursor. The cursor in this case is a gory, severed hand, which points to your selection in the 'thoughts' window, snatching at the thoughts before they float out of Slaine's warped mind. It makes it a bit tricky to get used to, but then again once you've done it a few times it comes a little easier. Like most things in life, you might say, and I'd agree but I'd slap your wrists first.

The story takes place in the land of Lyonesse, and tells how it's in the evil grip of the Drunes, an elite corps of wizards. The last of the Drunes has died, but his magick will live on unless he can be named, the Drunes' names being secret of course, and naming them takes away their power. But as a bit of romantic interest, the last Drune had a daughter, Reya, who was the only person alive who could name him. To seal his secret before he died, he imprisoned Reya in his home, Small Sky Tower, close to the northern village of Tautega. Slaine gets to hear about all this from villagers along his route, and decides to seek out the tower and release the fair maiden. (Cor, wallop!) But what of the Drune's magick, and will Slaine figure out that the job's only half finished when Reya is free? That's up to you.

Trying to relate this game to any other is a little difficult, 'cos it isn't like anything else I've ever seen. But what I can tell you is that it's graphically and textually true to the original comic book, and the spirit of the game is truly warped. What more could you ask? The puzzles are ones which would challenge even the reasoning skills of our own troll supremo, Sir Mike of Gerrard, and the plot is as twisted a path as I've ever wandered down. The game took the programmers, Creative Reality, six months to write, according to my information, and in my opinion that was six months well spent.



YS CLAPOMETER

With more windows than a small chain of double glazing contractors, Slaine slashes his way through an arcade adventure par excellence!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

BASIL THE GREAT MOUSE DETECTIVE



Gremlin/£7.99

Marcus Oh sorry, I forgot the ™. Basil's another of those 'properties' that starts as something humble like a film and soon turns into a t-shirt, video, ice cream flavour and eventually computer game. Remember we're talking Disney here, so Gremlin assures me that the game has been designed with the younger gamer in mind. Does that mean I've got to be nice to it? No? Oh goody.

So, from the basement of 221b Baker Street, Basil must rescue his loyal friend Dr Dawson, who's been kidnapped by the evil criminal masterrodent Professor Ratigan. The trail leads him through London's sewers and dockland, looking for clues (ooh-wah) which are usually hidden in pots, jars and the like. There are three 'scenarios', and you must collect five clues to progress to the next one. Trouble is, Prof Ratigan has hidden eight false clues in each 'scenario', and you can only deduce which clues are kosher when you've collected five. In the meantime there are nasties to be avoided, or nabbed with mousetraps, and there's occasionally cheese to eat.

Which is fine in theory, but to be frank, or indeed marcus, this is no' up to Gremlin's usual standards. After the splendours of Nipper II, Basil's a mere mouse by comparison. Graphics are rather less colourful and well drawn, too many screens look too similar, and gameplay is monotonous. Does this mean that younger players will enjoy it? I'm not sure, but I doubt it. It's not that easy to play, in fact, but that doesn't make it any more addictive. Basil isn't abysmal, by any means — it's just bog standard, and that's disappointing from Gremlin. File under 'Not quite.'

YS CLAPOMETER

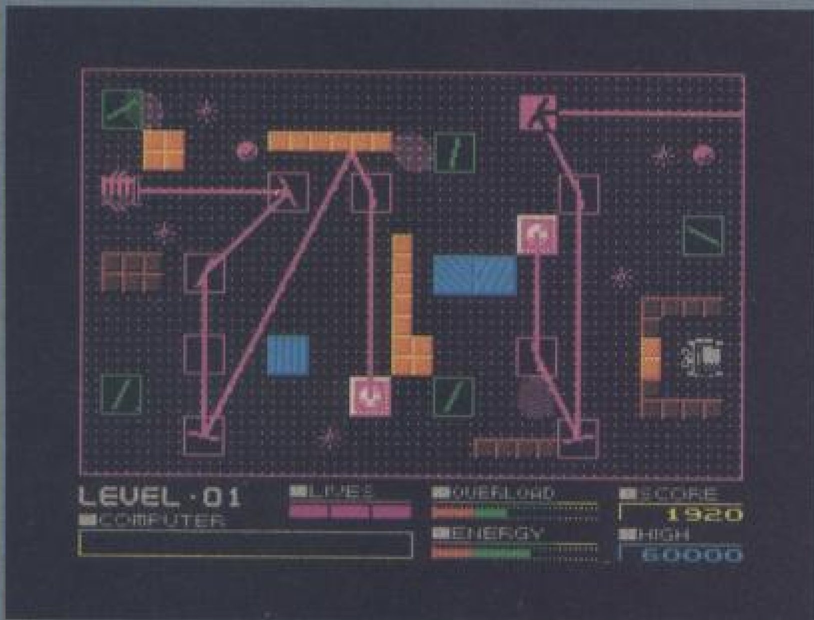
Disappointing platformy runaround that pales besides Gremlin's own, thoroughly skillo Jack The Nipper II.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

YOUR SINCLAIR MEGAGAME

DEFLEKTOR



Gremlin/£7.99

Marcus This is a splendid game. Like me you may have been wondering what Vortex — in the hellenic shape of programmer Costa Panayi — has been up to since *Highway Encounter* and all those rinky games, but a year after *Revolution*, here comes *Deflektor*. Written like all Costa's stuff, especially for the Spectrum, it's a startlingly original and difficult game which stands any comparison with the best of a very good year.

On 60 screens, each of a relentlessly vicious nature, the idea is to guide a laser beam from one terminal to another to complete a circuit. To do this, you need to use a number of mirrors (the small green squares) which deflect the beam to different parts of the grid. Before the receiver will accept the beam you must destroy all the little purple blobs, which you can do by training the laser on them. Watch out for the little purple stars though, as hitting them with the beam causes it to overload and so loses you the game. Other surfaces reflect the beam (but you can't control which way they do), some absorb it and yet others act as a sort of teleport, moving the beam to another part of the grid and allowing you on some screens to get at places that would otherwise be completely inaccessible. On all but the first three screens there are also laser bugs floating about changing the angle of the mirrors and generally getting in the way. Against all this, is a stiff time limit which means that if you're completely hopeless like me, you don't manage to finish a screen very often.

The version I saw had an editor program which allowed you to flip in between the screens whenever you found the going hard, but this won't be appearing in the game you'll get in the shops. It was otherwise complete, though, so I had a wonderful afternoon moving through the screens trying desperately to finish one (I did manage one in the end). Once you've worked out how to finish a screen, of course, it's un morceau de gâteau the next time you try it. But before you have it taped, you'll be ripping your hair out, and possibly some of your internal organs to boot.

It's pleasant also, in these days of 16-bit and consoles and whatever else, to be able to praise a game that was designed expressly with the Speccy in mind, blocky graphics, colour clash and all. *Deflektor's* fast, colourful and grabs you by the danglies — get it now before it gets you!

YS CLAPOMETER

That rarest of specimens — an original game that's also chronically addictive. An instant classic, methinks.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

AGENT X II

Mastertronic/£1.99

Nat Recovered from the beating he took in his last attempt at world domination, the Mad Professor is back! Only one man can stop him . . . *Agent X*! Yup, our famous (and commercially very successful) hero is back in yet more adventures, and as in the original, the game's split into three different subgames, all loading separately and all completely different.

So what are these perils that face our Trilby-behatted hero? The first level is a shoot 'em up, a cross between *Zynaps* and *Sidewize*. Background graphics are very *Zynaps*-like, and you can build up your weaponry from lemons (bullets) through drops (lasers) to strawberries (smart bombs)! The aliens don't attack you in set formations, but come at you in snaking streams which curl around you and seem impossible to avoid until you have the right weapons. As in most shoot 'em ups these days, there are a couple of extra large aliens at the end of each sections, to make life a bit more interesting — if shorter!

Level 2 is a strange platformy game, set in a tower of screens, each with three floors. Each screen contains a computer terminal, a floating code numbe. and an assortment of nasties, all hell bent on wiping you out. *Agent X* must leap from level to level collecting codes, entering them into the computers and blasting the aliens with his bubble gum *(Yummy! Phil)* I said *'gun'* you clot. After three codes have been entered, a final code must be typed into the lowest terminal and a snake-like alien destroyed before the task is completed.

Onto the third and final level and we encounter... wait for it... a *Breakout* clone. Aaaargh! This one's atrocious, easily the worst of the subgames. The graphics, though pretty, are too fast for their own good. The ball moves so quickly that it's extremely hard to hit at all. Worst of all, there seems to be no skill involved — you can't aim the ball as in *Arkanoid*, it just zips around all over the place. Unplayable, I'm afraid.

Like Software Creations' last two games, *Agent X* and *Chronos*, this one looks and sounds marvellous (a good tune by Tim Follin) but falls down on gameplay — it's much too easy. From first loading it took me two hours to complete the whole game, and I didn't even have any instructions! Even at budget price I expect more than that.

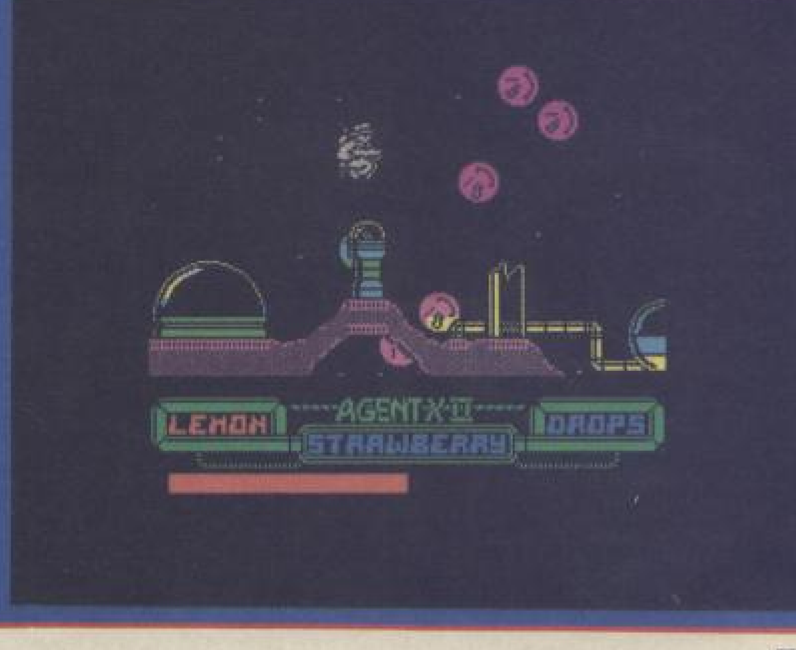
Agent X II will probably appeal more to younger players as its difficulty is at that level.

YS CLAPOMETER

Well presented trio of ultimately stale ideas which just aren't challenging enough. Younger players only.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

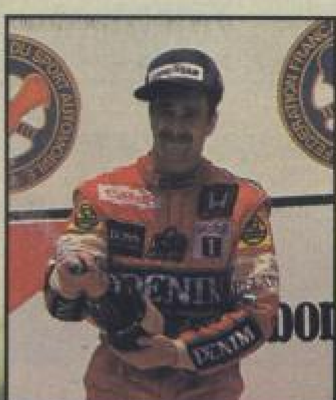


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The engine roars – *your grip tightens on the steering wheel.*
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900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



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YS CHRISTMAS BOX



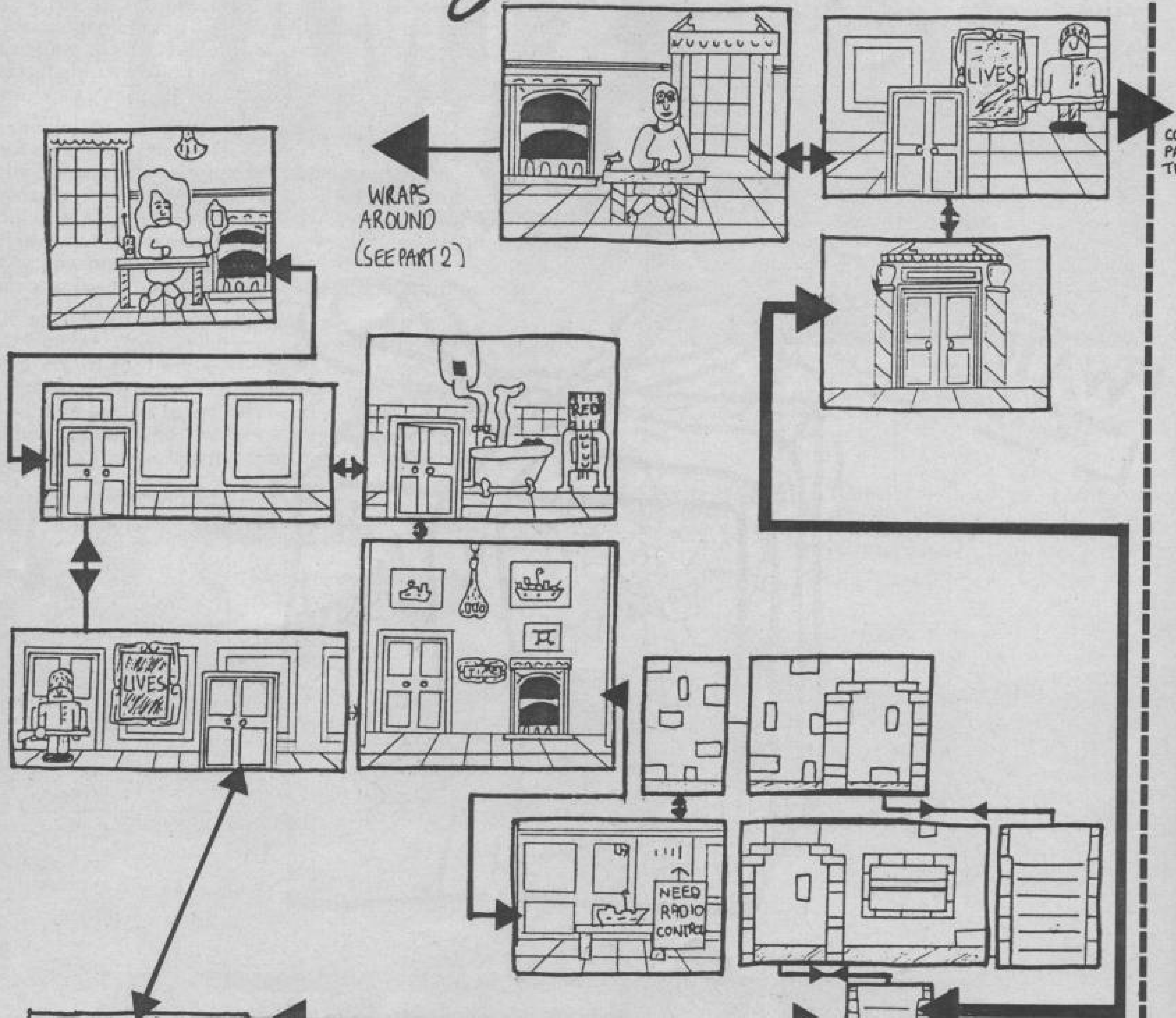
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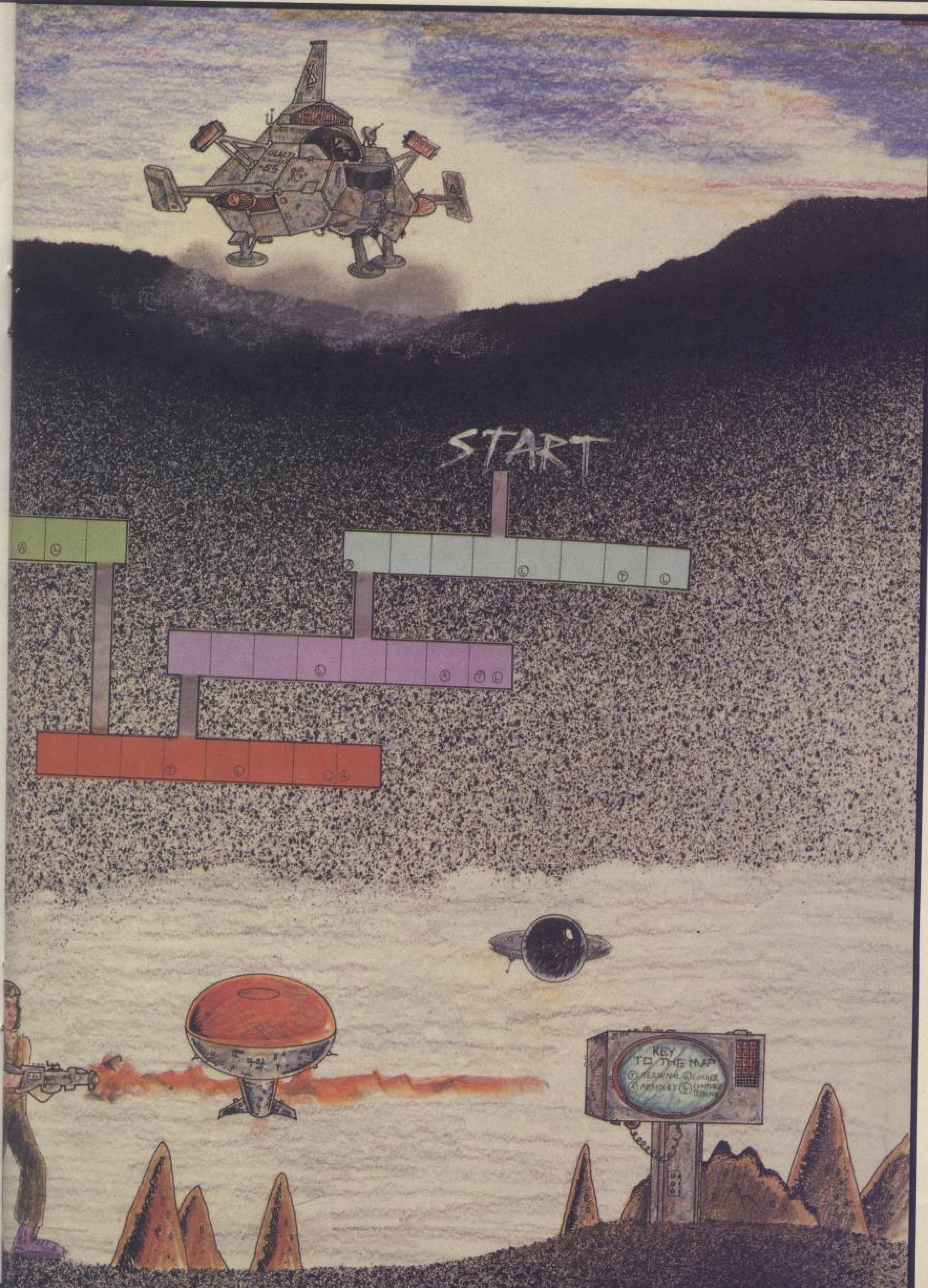
Flunky

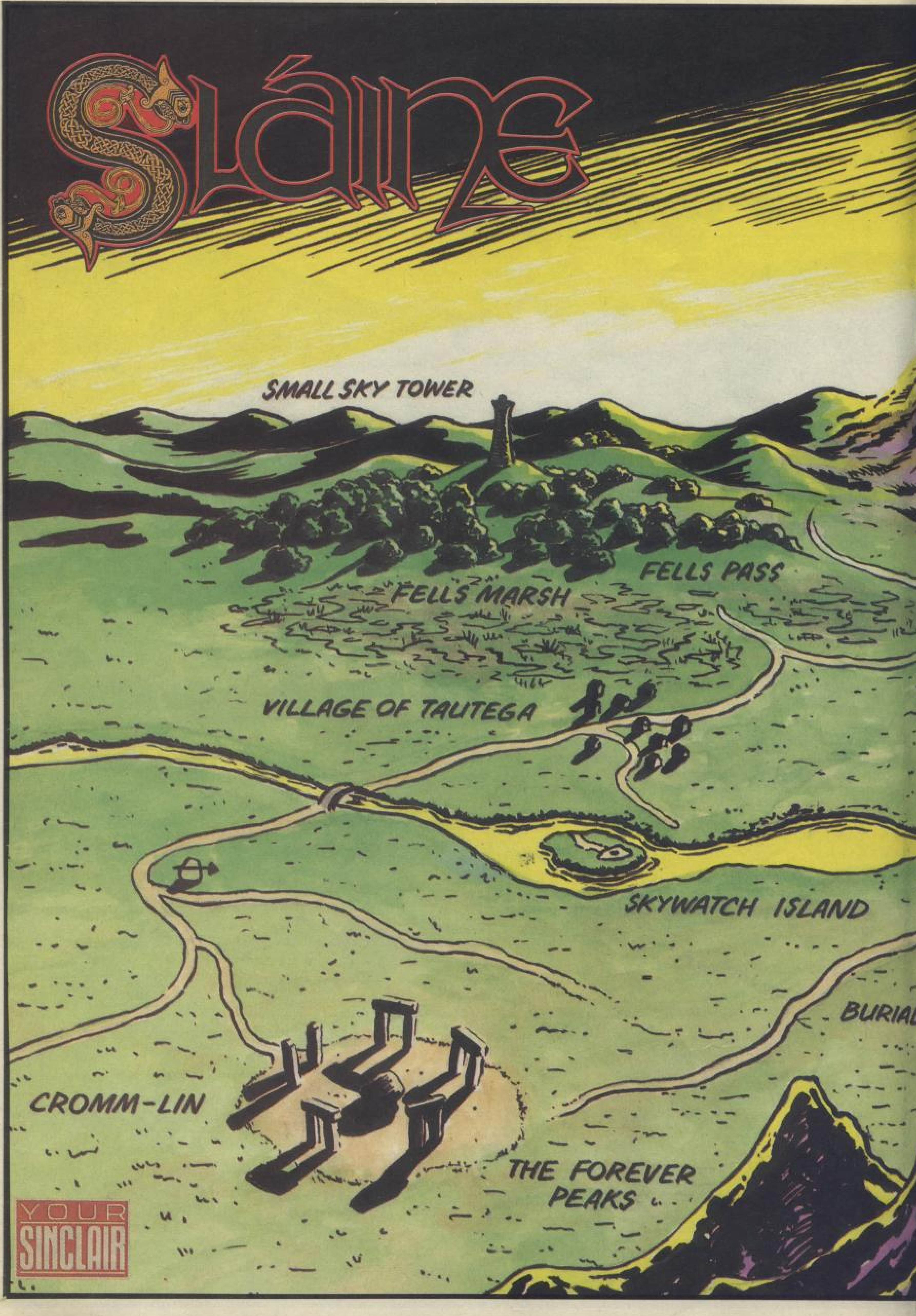
PART ONE

MAPPED BY:
DANIEL TRIGGER (13)
JEREMY TRIGGER (10)



YOUR SINCLAIR


START
KEY
TO THE MAP


SLÁINE
SMALL SKY TOWER
FELLS PASS
FELLS MARSH
VILLAGE OF TAUTEGA
SKYWATCH ISLAND
BURIAL
CROMM-LIN
THE FOREVER PEAKS
YOUR SINCLAIR

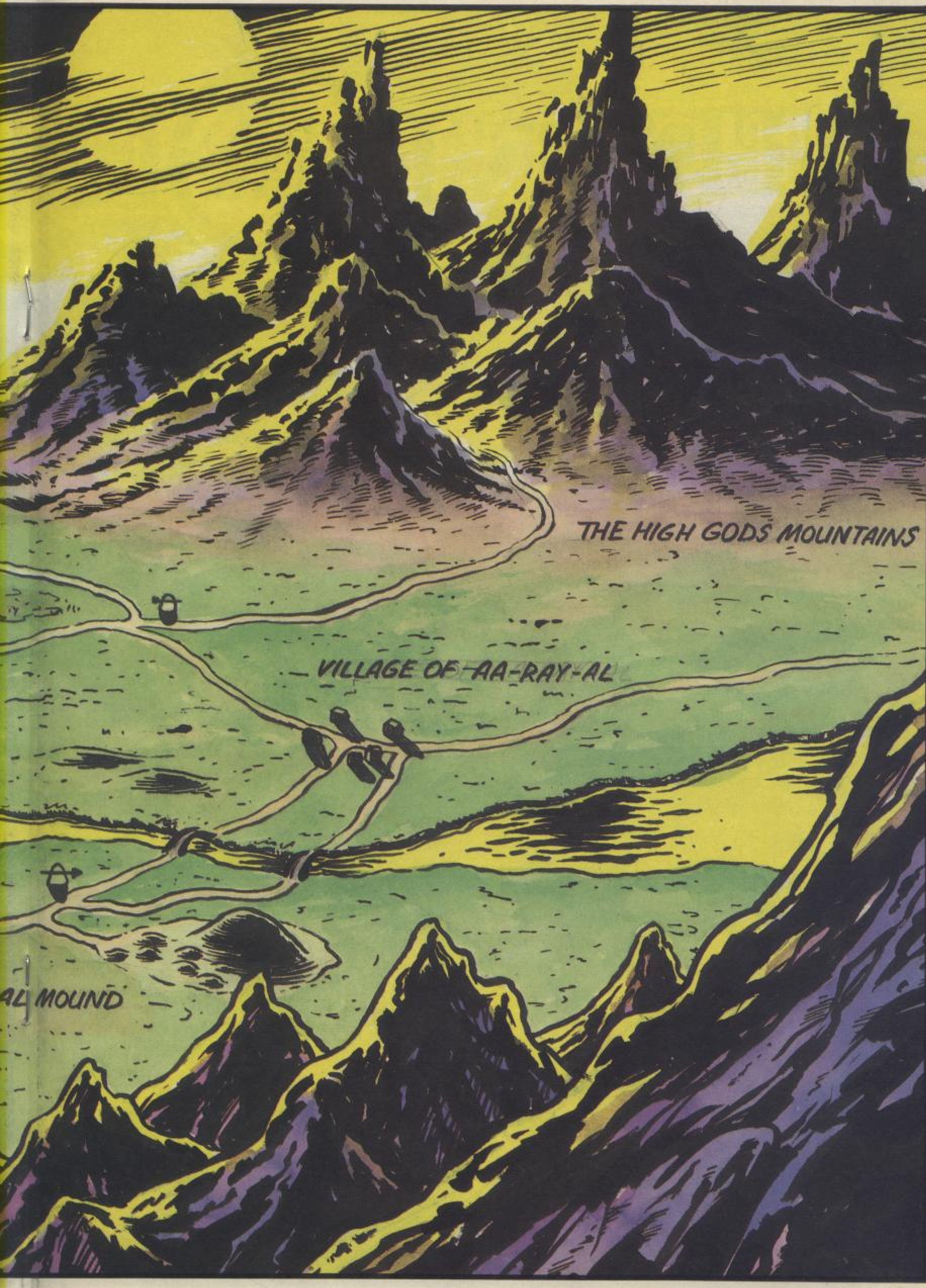
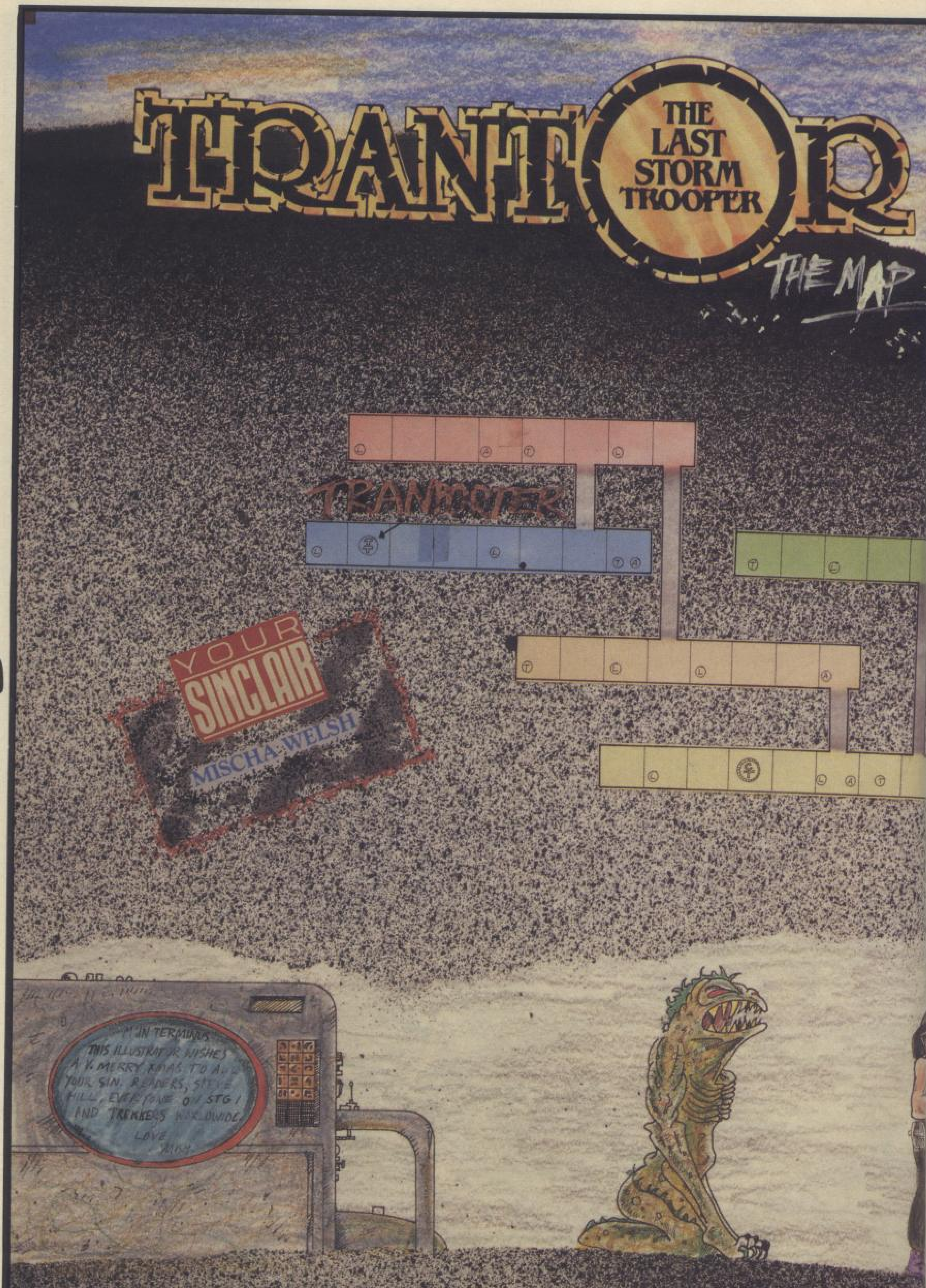
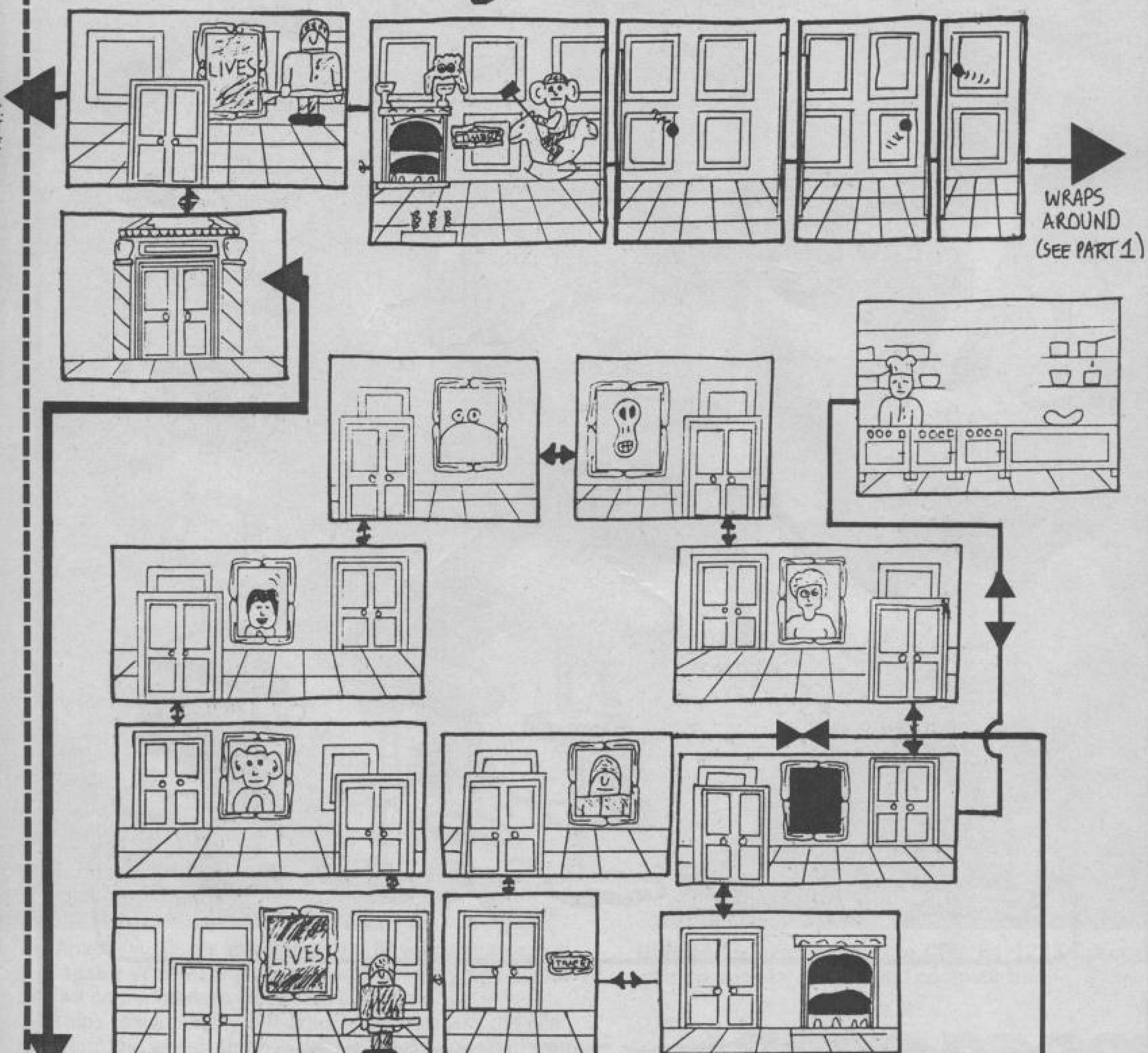


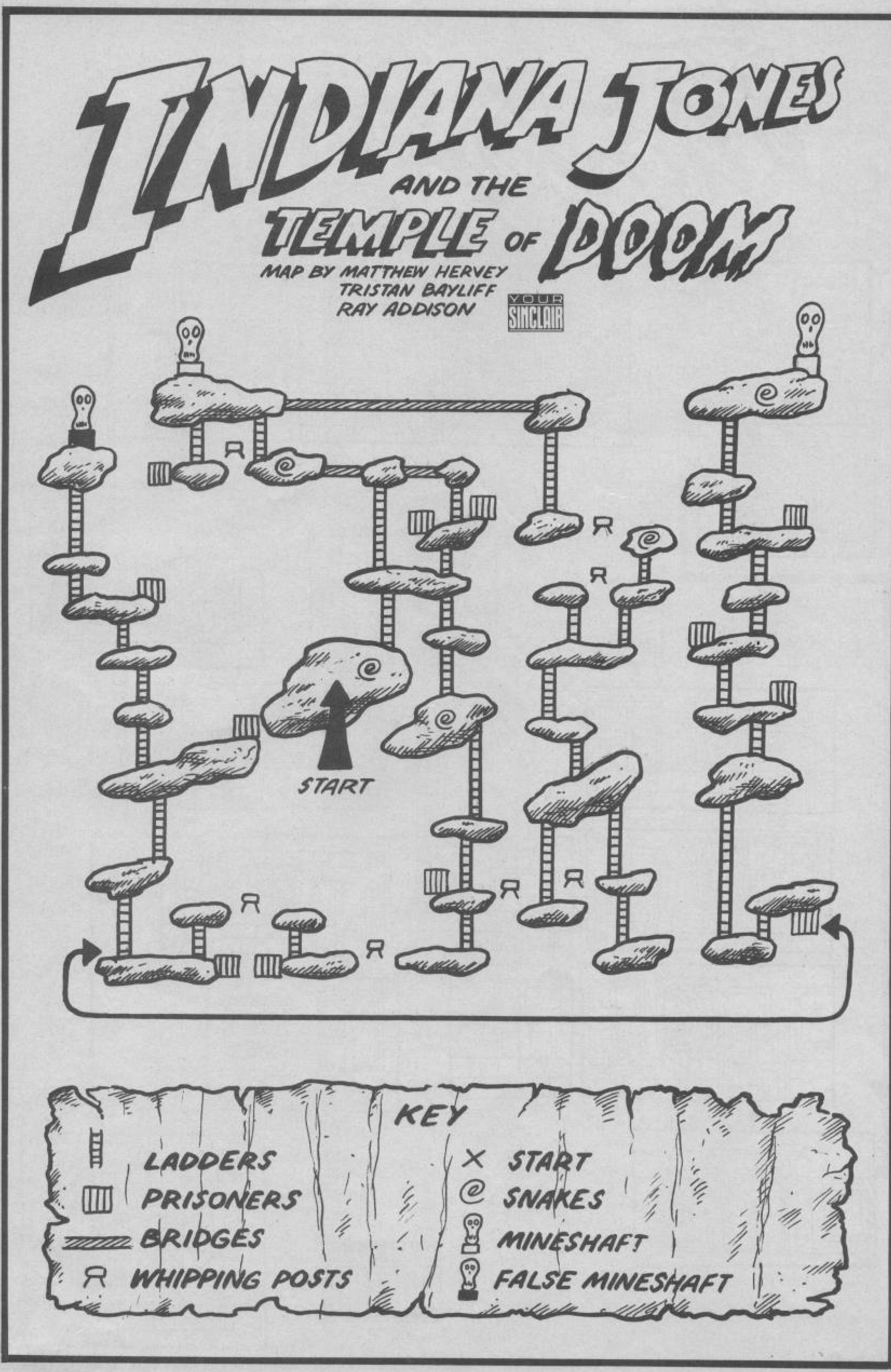
Illustration: Nick Davies

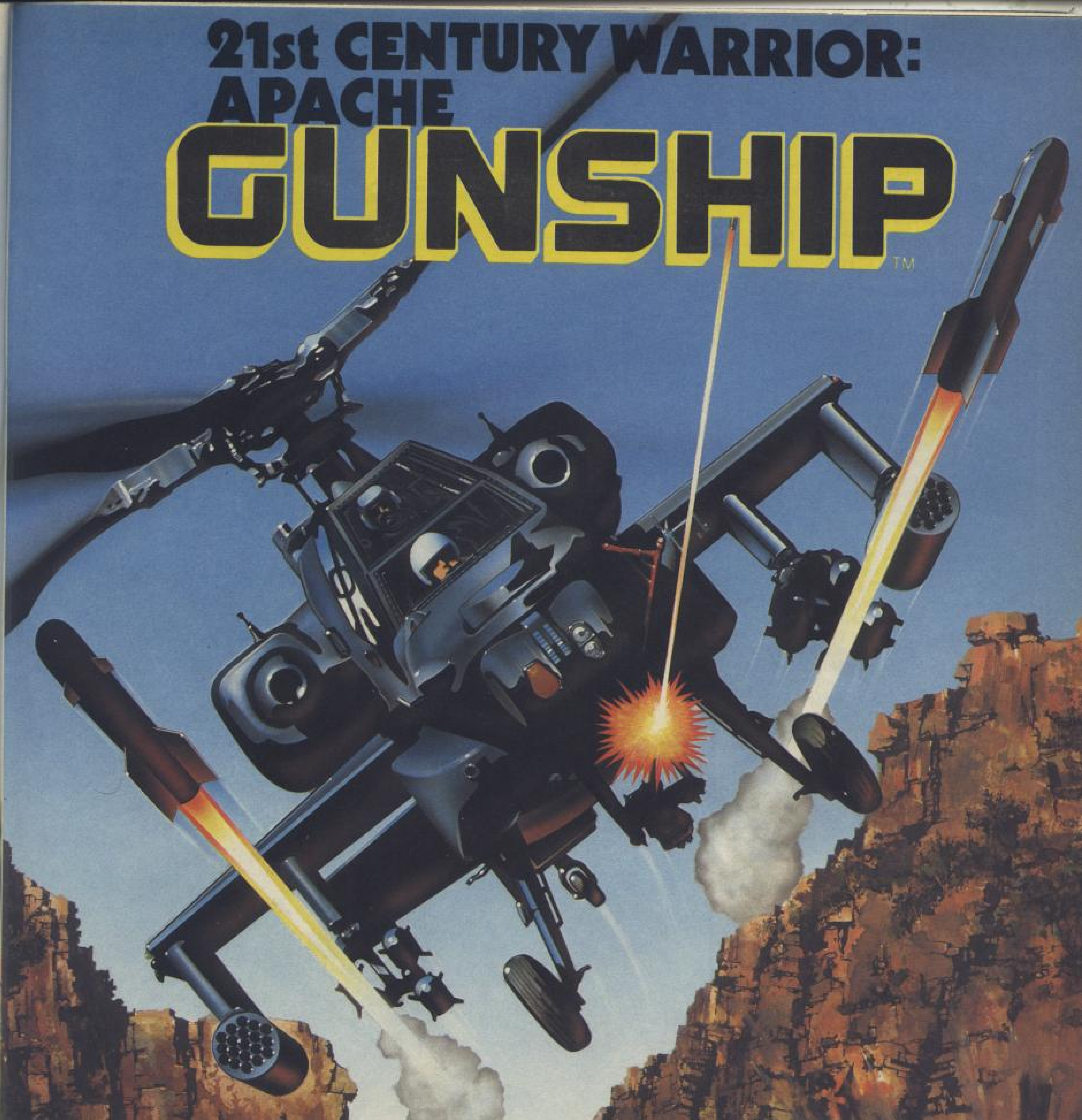

TRANTOR
THE LAST STORM TROOPER
THE MAP
YOUR SINCLAIR
MISCHA WELSH
IN TERMINUS
THIS ILLUSTRATOR WISHES
A V. MERRY XMAS TO A
YOUR SIN. READERS,
AND TREKKERS
LOVE

Flunky

PART TWO




INDIANA JONES
AND THE
TEMPLE OF DOOM
MAP BY MATTHEW HERVEY
TRISTAN BAYLIFF
RAY ADDISON
YOUR SINCLAIR
START
KEY
LADDERS
PRISONERS
BRIDGES
WHIPPING POSTS
START
SNAKES
MINESHAFT
FALSE MINESHAFT



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The Ghost Of



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Photography: Liz Heaney

YS YO-HO-HO SPECIAL

f Christmas Presents



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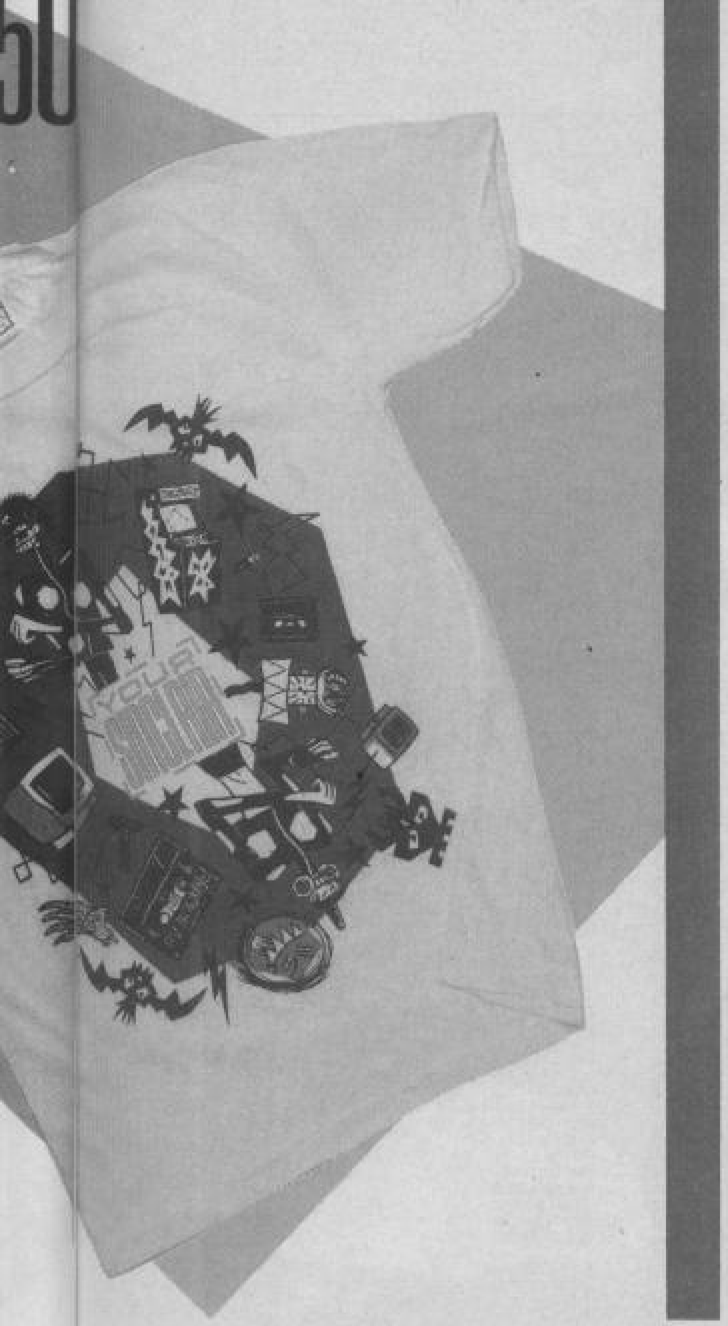


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Yet more news from the streets, including such old favourites as 'Ello ello ello, wossallthisthen?', 'StanNARD StaNARD late night final! Vicar found in secret love nest with crate of hamsters! Read all about it!', 'String 'em up, that's what I say, guv. That'll be £7.50. Plus tip', 'Is this your car sonny?', '... And then I said to Mrs Aardvark, I said, have you seen the price of beans, they're up to £12 a tin in Safeways, yes...' and many others. Yes, it's the charts pages that throb and pulsate, especially when you've had a few. It's...

STREET

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(1)	**Renegade**/Imagine
2	(3)	**Indiana Jones**/US Gold
3	NE	**Tai-Pan**/Ocean
4	NE	**Bubble Bobble**/Firebird
5	NE	**MASK**/Gremlin
6	(10)	**Road Runner**/US Gold
7	NE	**Computer Hits Vol 4**/Beau Jolly
8	(2)	**Exolon**/Hewson
9	RE	**F-15 Strike Eagle**/MicroProse
10	(4)	**Mercenary**/Novagen

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	NE	*Grand Prix Simulator*/Code Masters
2	NE	*Fruit Machine Simulator*/Code Masters
3	(2)	*ATV Simulator*/Code Masters
5	NE	*Pro Ski Simulator*/Code Masters
6	(8)	*Soccer Boss*/Alternative
7	(6)	*BMX Simulator*/Code Masters
8	(4)	*Dizzy*/Code Masters
9	(5)	*Back To The Future*/Firebird
10	NE	*Draughts Genius*/Rack-It

Software Chart compiled by Gallup.



Tai-Pan

COMICS

1 *Millenium* Issues 1, 2, 3, 4, 5, 6, 7
2 *Xmen* Issue 226
3 *Blood* Issue 1
4 *Hulk* Issue 340
5 *New Mutants* Issue 60
6 *Hellblazer* Issue 1
7 *Justice League* Issue 10
8 *Mr X* Issue 10
9 *Green Arrow* Issue 1
10 *Star Brand* Issue 11



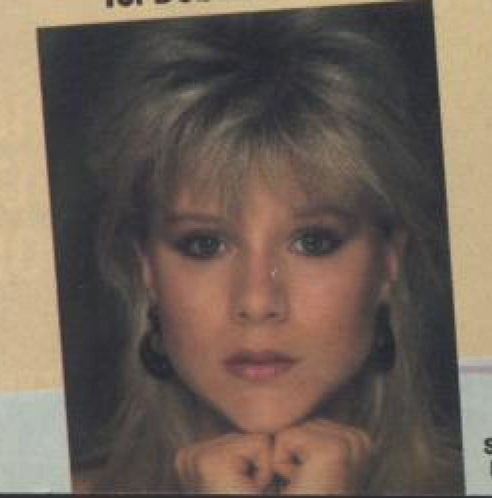
The chart's really hotting up this month, with Marvel's *X-Men* hanging tough in the top slot (obviously the world catching up to what fandom has been saying all along) and DC's fabulous *Millenium* weekly crossover series ripening to become the comix event of the year. More esoteric though is the rise of Epic's *Blood*, a classy graphic novel by DeMatteis and Williams, a cruel story full of flowing freudian images. Not for the weak minded. Still, a healthy chart, with a lot of strong work coming from the US. Where are you, 2000AD?

Compiled by Michael O'Donoghue at Virgin.

TOP TEN RUMPO

This rumpy chart comes courtesy of a drooling and dribbling **David McCandless**, "amid much panting and groaning" according to his letter. Yuk!

1. Jane Seymour
2. Kim Basinger
3. Mandy Smith
4. Sam Fox
5. Glynis Barber
6. Kim Wilde
7. Cybill Shepherd
8. Maria Whittaker
9. Teresa Maughan
(There's no accounting for taste! Phil)
10. Debbie Harry



Sam Fox

ARCADE GAMES

This Month	Last Month	Game/Publisher
1	(2)	**Xenophobe**/Bally
2	NE	**Street Fighter**/Capcom
3	(3)	**Midnight Landing**/Taito
4	(9)	**Time Soldier**/SNK
5	(4)	**R-Type**/Irem
6	(6)	**Double Dragon**/Taito
7	NE	**Wardner**/Taito
8	NE	**Konami Driver**/Konami
9	(7)	**Road Blaster**/Atari
10	(5)	**Black Tiger**/Taito



Double Dragon

ET LIFE

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Ordinary looking sugar cubes that'll froth blood when dropped in a cup of tea. Scrummy!

6. Glow-in-the-dark skull (£1.99)
A little something to leave in the toilet after dark.

7. Dehydrated worms (99p)
Drop them into those plentiful Christmas tipples to see them come alive, wriggling and terrifying drunkards as they squirm.

8. World Cup Carnival (£8.99)
From US Gold.

9. Second hand soap-on-a-rope that Aunty Flo gave you last year
Bound to return to your Christmas stocking in 1988.

10. A pair of old socks
Preferably green and purple striped ones.

These exclusive Christmas presents can be found in most good toy or joke shops. Or just have a rummage around in the bottom of your cupboard.





Inner Space (PG)

Dennis Quaid, Martin Short

Remember Fantastic Voyage, that tacky sci-fi from the sixties in which Raquel Welch was miniaturised along with a submarine and injected into a man's body? Well, the same idea's at the heart of this movie and it could give micro surgery a bad name!

Chronic hypochondirac Short (how very fitting!) is the unlucky innocent who's injected with the experimental vessel. When he realises that the voice in his head isn't the onset of madness but the sub's pilot, he's forced to replace his rest cure with an outlandish and unlikely adventure.

With only twenty-four hours to get rid of the submarine in his spleen before its oxygen runs out, our hero could be spending the rest of his life carrying a tiny skeleton around with him. But that's not all! There are agents who want that tiny prototype too. Cue car chases, capture and even some kissing (he has to convince the pilot's girlfriend to help him) in the race to avert catastrophe.

Despite some great moments, *Inner Space* could do with some miniaturisation itself... it's about twenty minutes too long! But there are some great effects, such as a tour of the inside of a gut, which is not for the weak of stomach! So don't get the needle, get stuck with *Inner Space* instead.

Masters Of The Universe (PG)

Dolph Lundgren, Frank Langella

This is what we want... a movie with MUSCLE! Not paper-thin, animated antics but real-life, butch baddie bashing with mega-hunk Dolph Lundgren... the man whose acting ability makes him the obvious choice to play a plastic toy!

Eternia has been devastated by war and that old king of the close shavers, Skeletor, has taken over Greyskull Castle. But luckily Gwildor, the Einstein of the dwarf world, has invented a Cosmic Key which transports the band of heroic Eternians to where else but (you guessed it) Earth!

So gasp as Skeletor's troops, outfitted from the Star Wars surplus store, invade small-town USA. Chill as two innocent teenagers are drawn into the action, along with a police chief determined to wheel-clamp these extra-dimensional antics! And thrill as Dolph visits Colonel Sanders to buy Kentucky Fried for his allies!

Yes, it's all unbelievably silly, but I bet you never expected Shakespeare. So what if some of the effects are rather creaky... and the make-up's so stiff it looks like it would crack if the actors opened their mouths. It's worth it for the firepower, the humour and big-boy Dolph, who gets to utter the immortal line, "It's about this big and it's covered in flashing lights." He's talking about the Cosmic Key, silly. *(What else? – Ed)*

For all He-Man fans in search of some post-Christmas thrills, this is the stuff... and Dolph can Master my Universe any time he likes!





Bigfoot and the Hendersons (PG)

John Lithgow, Melinda Dillon

What's this? Vroom, vroom, vroom... sqi-i-i-i-i-i-i-i-sh! Give up? A car driving over a snake, of course. Now what's this? Vroom, vroom, BOINGG! A car hitting a... what?

The answer's eight feet tall, covered in coarse red-brown hair and possessed of the most atrocious manners. No, not Snouty – he's far shorter. It's a Bigfoot, primitive inhabitant of the wild woods of the American north. Bigfoot – legendary and uncaptured until the Henderson family wing one as they drive home from a camping holiday.

Thinking that they've killed the critter they strap him to the roof rack and take him home. But Bigfoot's only stunned and doesn't take too kindly to the suggestion that he's going to be stuffed (would you?)

So the Henderson's find they've got an unexpected house-guest... and he's attracting a lot of unwanted attention, including a crazy hunter who's dedicated his life to catching the beast. Then when the missing link goes missing in downtown Seattle and the locals declare open season on mythical monsters, all hell really does break loose.

Bigfoot's a big-hearted film, making a serious comment about man's inhumanity to other animals, but it never gets too heavy because it's also monstrously funny... and if you don't end up loving the Sasquatch, who even watches The Addams Family on TV, you're a lost cause. Hunt it out over Christmas.



Revel Without A Cause

TOP FIVE QUALITY STREET™ CHOCS

1. *Green triangle*
2. *Caramel tub*
3. *Brazil nut with caramel and chocolate in purple wrapping — scrummy!*
4. *Those long thin toffee ones*
5. *Orange cream (yuk!)*

Compiled after hours of careful research by the YS Zitbags. (Chart sponsored by Biactol)

ADVENTURES

1 *Football Frenzy* (Alternative)
2 *Wizbiz* (Alternative)
3 *Shadows Of Mordor* (Melbourne House)
4 *Life Term* (Alternative)
5 *Star Wreck* (Alternative)

Compiled by Lenny at Lazer Distribution.

So there it is for another month. (Where?) There on the stair. If you've got any suggestions for bits and bobs (and rons and kens) that you'd like us to feature, or you've got a chart of your own to show the world, then drop us a line, or perhaps your trousers, to Street Life, *YS*, 14 Rathbone Place, London W1P 1DE. Any that we publish will win a game and a *YS* badge!

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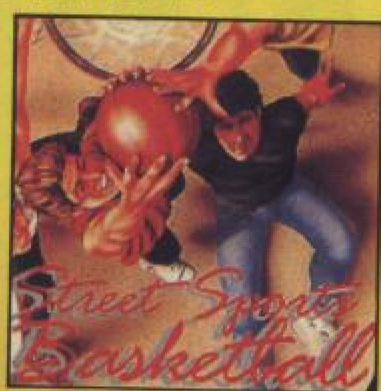
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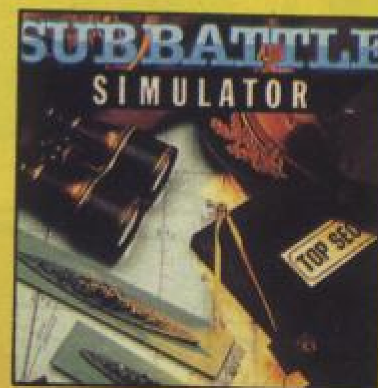
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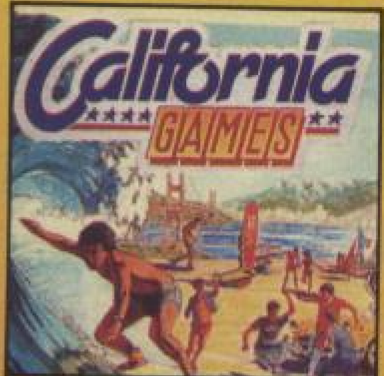
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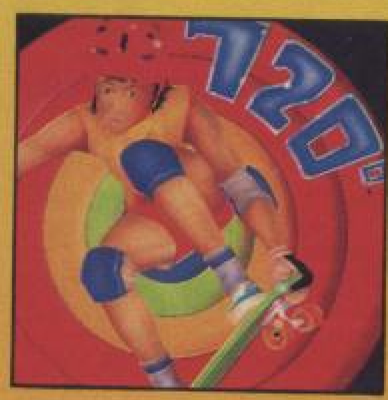
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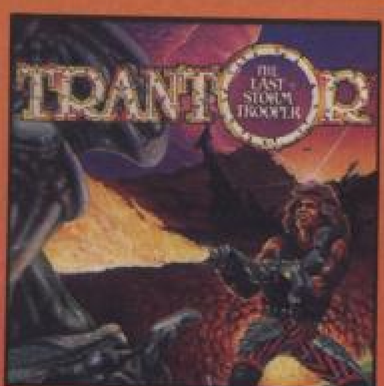
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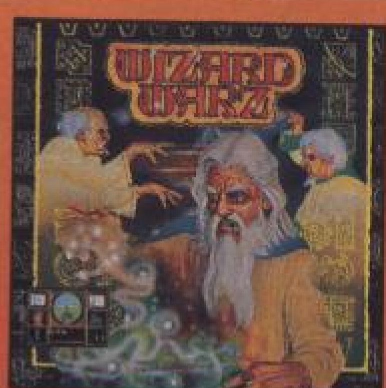
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1 **JAN '86 Games:** *Rasputin* • *Commando* • *Winter Sports* • *Sabateur.* **Features:** *Droid Wars* — A game to type in. Plus Program Power — Chopper Mission, Worm, Morse Saga.

2 **FEB '86 Games:** *The Young Ones* • *Bladerunner* • *Three Weeks In Paradise.* **Features:** Maclone • Joysticks — The ten best test • Matthew Smith interview • *Art Studio* — reviewed!

3 **MARCH '86 Games:** *V* • *Movie* • *Zoids.* **Features:** *Switcha* — Multi-tasking on the Speccy • *SpecDrum* — Cheetah's drum kit in a box • Wham! Make it big with Melbourne House's Music Box.

4 **APRIL '86 Games:** *Max Headroom* • *Skyfox* • *Lord Of The Rings.* **Features:** The new 128K Spectrum reviewed • *Dimmer Switch* — Protection for your telly • Getting the most out of *Art Studio.*

5 **MAY '86 Games:** *Batman* • *The Planets.* **Features:** Micronet — We communicate • Turbo Loader — Load in less time • Interview with the Elite programmers • Adventurers — Mike Gerrard shows you the way.

6 **JUNE '86 Games:** *Ghosts'n'Goblins* • *Way Of The Tiger* • 128K games review round-up. **Features:** *SuperColour* — Multi-coloured character squares • Hardware Bonanza — the latest Speccy add-ons.

7 **JULY '86 Games:** *Rock'n'Wrestle* • *Heavy On The Magik.* **Features:** Music hardware — Make music on your Speccy • Saga 2001 keyboard • Interview with Greg Follis and Roy Carter from Gargoyle.

8 **AUG '86 Games:** *Paperboy* • *Pyracurse* • *The Price Of Magic.* **Features:** Hardware Special — Get the most for your money • *Animator 1* — Draw your own conclusions.

9 **SEPT '86 Games:** *Miami Vice* • *Jack The Nipper* • *HiJack.* **Features:** Wild and wacky YS stickers — FREE! • It's all in the wrist action — T'zers coin-op special • *Heavy On The Magik* — Poster map.

10 **OCT '86 Games:** *The Great Escap*[illegible]*oor.* **Features:** Free Trainsp[illegible]de — All the maps, hints, [illegible]OKEs on the latest games [illegible] — The complete hacker's guide • DIY Speccy repair.

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11 **NOV '86 Games:** *Scooby Doo* • *TT Racer* • *Dan Dare.* **Features:** Spe[illegible]2 exposed • 3D Game M[illegible]L's arcade dream • Adve[illegible] The complete clue list for the [illegible]mpletely clueless.

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15 **MARCH '87 Games:** *Auf Wiedersehen Monty* • *The Hive* • *Fist II* • *Shadow Skimmer.* **Features:** Let's Get Physical — Sports sims special • *Fairlight II* — Poster map • RamPrint reviewed.

16 **APRIL '87 Games:** *Nemesis The Warlock* • *RanaRama* • *Enduro Racer* • *Saboteur II* • *Head Over Heels* • *Leader Board.* **Features:** *Fist II* — Poster map • This is The Modem World — Get into comms.

17 **MAY '87 Games:** FREE cover mounted Ocean game — *Road Racer* • *Tai Pan* • *World Games* • *Arkanoid* • *Into The Eagle's Nest* • *Dragon's Lair II.* **Features:** Stars On 45 — Interviews with Eddie Kidd and Geoff Capes.

18 **JUNE '87 Games:** *Hydrofool* • *Sentinel* • *Star Raider's II.* **Features:** FREE *F-15 Strike Eagle* poster • On The Warpath — Strategy on the Speccy • *Into The Eagle's Nest* — Poster map • Hacking For Beginners.

19 **JULY '87 Games:** *Thing Bounces Back* • *Flunky* • *Stormbinger* • *The Pawn* • Compilations round-up. **Features:** Maps — Eight page pull-out • The Spectrum +3 reviewed.

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22 **OCT '87 Games:** EXCLUSIVE cover mounted Elite game — *Batty* • *Rene*[illegible] *Deathwish III* — Poster and[illegible] *Battleships* • *Athena* • [illegible] **Features:** YS Tipshop — [illegible] pages of hints, tips and maps.

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23 **NOV '87** FREE VIZ COMIC **Games:** *Werewolves Of London* • *Mercenary* • *Slain* — Poster and preview • *Through The Trapdoor* • *Bravestar.* **Features:** Five Go Mad At Alton Towers.

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YS Adventu

Have you ever had one of those adventure problems that's really had you stumped? You tear your hair out, crawl up the wall, and you *still* can't find the answer, then when you ask a friend, they say 'But it's so easy!' So you try again, determined to work it out for yourself, finally you give up and ask someone for the answer. And it really *was* easy and so obvious you'd kick yourself if you weren't sure that you'd miss.

Les Mitchell of Hull has just had one of those problems. "In *Buckaroo Banzai* I've managed to climb into the cockpit of the jet car, but try as I might and I've tried every night, I can't get out again. How do I escape from this cockpit as no input seems to work for me (or is this a bug in the program?)" Well, no bug, Les, unless it's in your own operating system. The input you need? A fiendishly complicated: GET OUT!

Daniel Stothard of Sheffield thinks his friend **Michael Brown** is having him on. After Michael told him that he was the world's first person to finish *Dracula*, Daniel saw his name in these very pages asking for help on it. Well Daniel, I don't know if Michael was the world's first to finish that game, and I'm not sure how you tell that anyway, but don't forget there's usually a delay of at least a month, and sometimes two, between someone writing me their letter and you reading the magazine at home, so don't believe everything you read and certainly not in my column!

Wayne Styles runs an adventure swops club which I've mentioned before, and he's written in to ask me to let people know that he's just moved to 39 Lenham Gardens, Sutton Estate, Longlane, Bolton, Lancs. Send a sae for details of the club. Another change of address to note: if you liked the sound of *Toot 'n' Come In* from Epsilon Software that I reviewed in my last round-up, it's now being sold by the quaintly named Bitchin Software, 7 Cornwall Rd, Stourbridge, W.Midlands DY8 4TE.

Anyone playing *Rigel's Revenge* and want to swop notes? If so, contact **Robin Cavill**, 9 Woodville Rd, Dewsbury, W. Yorks WF12 7BE. Robin offers some hints, such as remember goggles at the start and watch out for trapped doors. To get rid of the man on the porch? THGIL TA ELBBUR WORHT. In return he needs some help with the following: how do you make the stun-gun work? How do you get into the bungalow? What do you do in the desert besides getting lost and eaten?

What **Gary Dobbs** has been doing in *Rigel* is inputting the authors' names. Try it and you get comprehensive clues depending upon your position, and this also works in *The Serf's Tale*, says **Gary** of Gilfach Goch (and try saying that with a mouthful of Vimto).

My thanks to **Lynda X** of West Lothian, and that's not 'cos she can't sign her own name, she's just being friendly. Lynda sent me a solution to *Shard Of Inovar* from the Mastertronic Bulldog range. You must be a fast worker, Lynda, as my review copy only came the following day! Some tips for other adventurers are to examine the hole but beware the hand, EERT OT DRAHS EVIG, don't forget you can blow the knife, and swimming is just a fish of a certain rosy hue.



And now someone whose name I can't read at all, as he put it on the bottom of a postcard that's been rained on and all the ink's run! He asks where the bone is in *Inspector Flukeit*, and how to get it. Now just 'cos you've found a dog, it don't mean there's got to be a bone, do it? (Do you like my masterful command of English grammar?) Try getting rid of the dog by some other nasty means. In *Dodgy Geezers*, how to stop the dynamite blowing up when you've recruited Cracker? Try to not recruit him in the first place, as he's obviously not very good at the job. And how to stop dying in the caves in *Matt Lucas?* Try going SEENENEESSESEES-SW.

Michael Dooherty of Glasgow asks how to get past the mansion in *Zzzz*. How about examining it and climbing up something instead? **Robert Shaw** from Rosshire asks about *Custerd's Quest*. Namely how to stop being killed when you enter the Evil One's room, and what to do with the photo of the princess? You'll find a use for the photo once you stop being killed, and to do that, try BMOB WORHT before you enter.

Some *Spiderman* clues from **Matthew Conway** for reader **Darren Roy**, who was recently flummoxed by the game. In an attempt to deflummox him, Matthew

Illustration: Anthony Colbert

URES | NEWS

says that the mirror is fixed, if you can't see through the illusion try feeling it, try hitting Electro with Doc Oc's arm and don't go near the egg. Conway the Barbarian also complains that *Lost Souls* is fast becoming a Lost Arcade-Adventurers column and as an adventure-only fan, he is not amused. Well, Matthew, I keep trying to tell people to attend *Dr Berkmann's Clinic.*

Bob Ray of Beds is stuck in part two of *Arkham Manor* but says he's determined not to ask for help just yet. He'll offer some tips on the first part though. To get the cross you'll have to wait 'til the third day when you'll find something of a different shape to give to the vicar to allow you to take the cross. To enter the crypt, just say 'crypt' to the vicar, and he also likes words like 'sulphur' and 'gunpowder'. The teacher is good at translation. The colonel's wife might like something you find on day two. In part two you're going to need the hammer, needle, key and chalk. And finally a warning for when you move south through where the barrier was at the end of part one, you only get one chance to save the game. Have your tape recorder set up correctly otherwise you start again, or alternatively SAVE just before that, in case your final one doesn't work. And finally from me, a 'Hello' to *Arkham* (and *Redhawk* and *Kwah!*) programmer **Mike Lewis**, who came and introduced himself at the PCW Show. Nice meeting you, Mike. And when can we all rush out and buy the next brilliant game?

On the subject of buying games, **G S Raybould** of Surbiton asks where other readers buy their adventures from, as they're often hard to find in the shops. This is something that could prove very useful to lots of people, so let me hear where your favourite supplier is.

There's printer trouble up in Preston, for **Chris Gornall** with his copy of *Vera Cruz.* Chris says his copy has a malfunctioning printer option and he fixed it by delving into the program. You should enter the following before the last GOSUB in line 900: IF I = 1 THEN LPRINT S$. You then delete line 940, et voilà, mes petits choux.

The last word this month goes to **Graham Collier** of the aptly named Odd Down in Avon. Graham says "Just lately I've been having lots of laughs from my adventuring, but none have tickled me more than John Wilson's *Lizard-King.* Quite often I think about it, and always end up chuckling to myself." So do I, Graham, but let's get back to adventures. "I really think you ought to give this, and his other games another good plugging because not only are they amusing, but they offer a very worthy challenge to any player."

No sooner said than done. End of plug.

Venture forth with Mike Gerrard

Here's some good news. I receive lots of adventures every month, and apart from the ones that are worth reviewing, I don't really have time to go into too much detail about what I think might be wrong with the adventures I have to return.

***Evaluation Attic*, however, is a company which gives analyses of games submitted to them. Set up by adventure writer, Richard Robinson, who has published adventures on his own Plasma Touch label as well as with other companies, it offers his services to individuals.**

So that instead of my two-sentence reply you can submit your game for a full analysis, and if the game stinks, then at least you'll have had a professional opinion, and if Richard thinks it worth publishing, then he'll suggest who to send it to and you can quote his comments when submitting the game. The service covers adventures and arcade-style games as well. Naturally it isn't free, but to find out what it will cost, contact *Evaluation Attic*, The Attic, 143 Oakfield Road, Whickham, Newcastle upon Tyne NE16 5RZ.

****

Hands up all those who liked *The Pawn?* I know there are lots of you 'cos Magnetic Scrollsperson Anita Sinclair told me so. "I was really pleased at how well *The Pawn* did on the 128K Spectrum. We didn't expect it to do so well, but we put it out because we want to support the Spectrum and get our name known to Spectrum owners. Even if *The Pawn* hadn't sold as well as it did, we would still be converting *The Guild Of Thieves* for it, and that should be ready by about December, though it's always hard to put an exact date on things. And we'll also be supporting the Plus 3 with our new game, *Jinxter.* That's got about 140K of code in it, which means it's a bit tricky to get it into the 128K machine so we'll be doing a disk version and that should be ready sometime in the New Year.

This is our first game not set in Kerovnia, it's set in a modern-day land called Aquitainia, but although it's modern-day, there's still a lot of magic about. It's been protected for a long time by a magical charm bracelet, but now the Green Witches are gaining power and the player has to defeat them. It's good, you wait and see!"

I believe you, I believe you! *Jinxter* and *The Guild Of Thieves* will be published by Rainbird.

****

Bubble Bus Software isn't exactly known for its adventures, Spectrum or otherwise, but watch out for *Curse Of The Crown* which is due out by Christmas from a new writer, Thomas Prosser. I had a private preview of the game at the PCW Show and was very impressed. The adventure system was so good I could hardly believe it was Thomas's first effort! Lots of nifty little features like three choices of text size so you can choose what suits your eyes and your monitor or TV.

The parser was up there with the best of them, allowing multiple and complex inputs, speech to characters, ALL commands and so on. I'm waiting for a lengthier look to judge the quality of the story, but do watch out for it.

****

This is an official warning: be prepared for lots of gnome jokes. Level 9's new game is *Gnome Ranger,* a three-part adventure which uses the very sophisticated *Knight Orc* system and looks pretty good. It tells the story of Ingrid Bottomlow, a thick-skinned gnome who seems





to bear more than a passing resemblance to Miss Piggy, judging by the way she deals with assorted monsters when she's banished to the wilderness by her family.

The 48K Spectrum version won't have some of the features of other versions, like the graphics and the RAMSAVE and UNDO commands, but will have the high-level commands that Level 9 has recently introduced into its parser: GO TO (location), RUN TO (location), FOLLOW (character), FIND (character/object) and WAIT FOR (character). The 128K version, which comes on the same tape, will also lack graphics but will have the full range of parser commands. The game will cost a very reasonable £9.95, and include a 48-page gnome diary.

****

When is a magazine not a magazine? When it's *Soothsayer*. This is the latest publication from *Adventure Probe*. So if it's not a magazine, what is it? "It's more of a reference for adventurers," editor Sandra Sharkey told me, "and it will concentrate on maps and solution. Although I don't particularly like publishing too many of those myself, lots of people do like them so I hope that for them this new magazine will help fill the void left by *Insight*."

The cost of each issue will be £1 from 78 Merton Road, Wigan WN3 6AT. My verdict? I've already bunged off my twelve quid for the first year's issues.

****

News of the first releases on the Automata label that's been given the kiss of life by Interceptor. Two Speccy adventurers included, and they are *Asiento* and *Sword Of Kings*, both at £3.99. The first is a modern-day *Quill*'d tale in which budding author Jack Johnson travels to the island of Antila to observe a Black Magic ritual for a book he's writing.

Sword Of Kings is *GAC*'d and involves a balding king. Why is he balding? 'Cos he's got no heirs. I'll give them both a good going-over as soon as finished copies are plonked on my desk.

Exclusive YS Preview

JEKYLL AND HYDE

No hiding from Dr Jekyll in this exclusive preview of a brand new adventure from The Essential Myth — *Jekyll And Hyde*. In the immortal words of Phil South, "Eek!"

Just when you think there can't possibly be a book in the world that hasn't been turned into an adventure game, apart from maybe *Lady Chatterley's Lover* and *The Highway Code*, along comes The Essential Myth with its *Jekyll And Hyde: A Gothic Nightmare*, based on the book of almost the same name by Robert Louis Stevenson. The game is the first graphics one I've seen that's written using *PAW*. My sneak preview is of the first part only, as that's all that's available at the moment, though it's hoped the full version will be unleashed on an unsuspecting public by Christmas.

Most people will know the story, of the tormented man who is the rather ordinary Dr Jekyll by day but turns into the monstrous Mr Hyde at night, though I suspect it's one of those tales that people are familar with but without ever having read the book. If you haven't, then read it at once! It's a great tale, and may well help you just a little with the adventure. And that's going to be excellent, if this first part, "Dichotomies", is anything to go by.

The programmers have made extensive use of the original text, in *Dracula* fashion, and how about this for the opening location: "I am in the room known indifferently as the parlour or drawing room. It is a peaceful place, furnished simply but (if I may say so) elegantly, with soft leather armchairs and a sofa, and carpets of many piles and agreeable in colour. A glowing hearth keeps the night at bay, and lights also the countenance of my father, whose portrait hangs above the mantel. The air of the room is however tangibly close, and almost muggy; I fear it threatens thunder."

Soon you fall asleep and find yourself walking through a field in summertime, your childhood innocence recaptured. But not for long as you sink into a mire. The dream becomes a nightmare, then the nightmare fades, you awake, it's the morning and the storm is still threatening.

Where *Jekyll* is superior to *Dracula*, is that it isn't just a rehash of the book with a few problems thrown in for good measure, it has successfully turned the novel into a proper adventure. Before falling asleep on that first night, you just have time to explore a few locations and find a means of delaying sleep just a little longer, giving you a bit more time to explore.

The next day your explorations are interrupted by the arrival of dinner guests, among them your friend Utterson, the Reverend Walpole and Dr Lanyon, who partakes a little too enthusiastically of the vin rouge. He brings an end to the adventure, and the first mystery is what he does and why it should end the game. As you investigate all the rooms in the house, you should be able to read something that may enlighten you a little — then you have to figure out how to get round the problem.

The presentation of the game is stylish, with good use made of the various fonts available in *PAW*, such as the freehand script used when diary entries are printed on screen. It confirms what I said when I first looked at *PAW*, that we're going to be seeing some first-rate adventures written on it. Here the game is peopled with your servants who wander round, and you can talk to them to try to extract a bit of information. You can also only get into some of the servants' rooms when the people are actually there.

The adventure opens up a little on the second day when you can go outside and into your laboratory. Here you find more interesting objects: a glass vessel containing lumps of phosphorus in oil, a conical flask, a desiccating jar, a pair of tongs, a notebook. There's also a bottle of alcohol — and how does this relate to the entry you read in the maid's diary, that was hidden under her mattress?

The graphics are used sparingly but well, though I've yet to see the transformation sequence from Jekyll into Hyde that is still being programmed. In addition to the extensive *PAW* commands and parser, The Essential Myth has added a few extra touches, such as an OOPS command to take back your last move, AGAIN to repeat your last input, and LAST to return you to the last location visited. At least I think those are extras, but no doubt some Trainspotter will tell me if they aren't.

Although I've only yet seen the first part of this, I've seen enough to rave about and to tell the programmers to get a move on and finish it! No marks awarded on a preview of only part of the game, but all the signs are there that this is definitely going to be a mega-adventure.



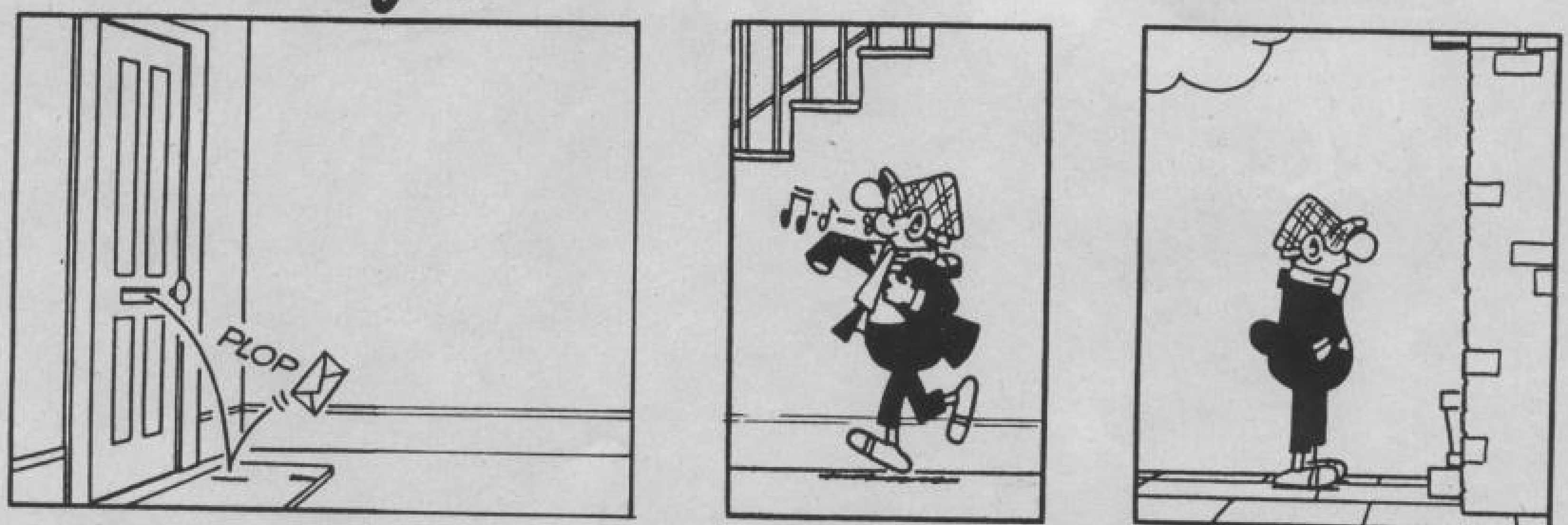
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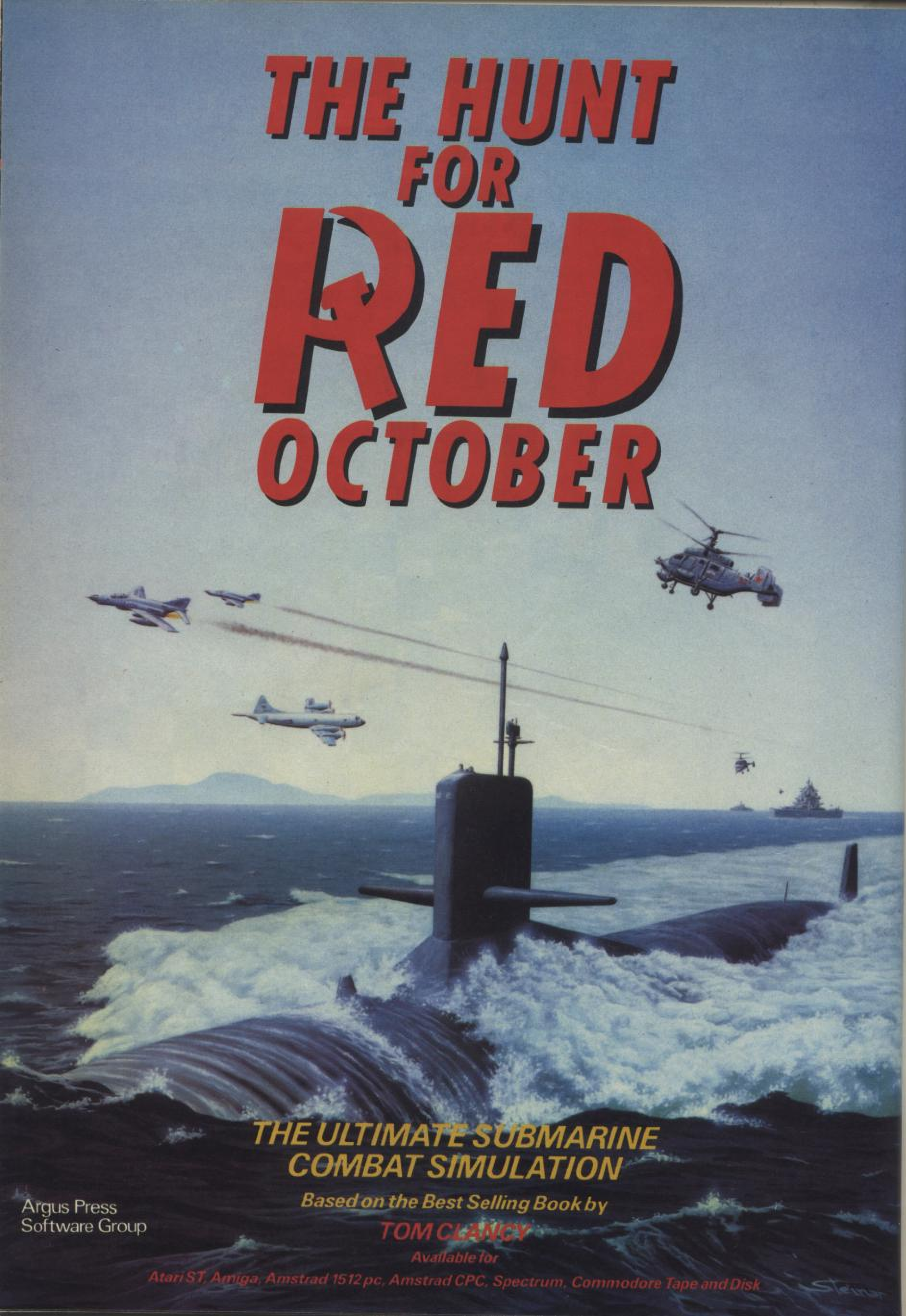


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KIND SOULS

Down to Brumland for the first two letters. Brum-Brum. **Steven Conibear**, 147 Gracemere Crescent, Hall Green, Birmingham can help on *Hobbit, Urban Upstart, Lord Of The Rings, Kayleth, Erik The Viking, Golden Baton, Gremlins, Murder Off Miami* (parts 1 and 2), *Spiderman, Terrormolinos, The NeverEnding Story* and the first part of *Sinbad And The Golden Ship*.

Chun How Tang lives at 10 Shannon Road, King's Norton, Birmingham B38 9BZ and can come to your assistance on *Spiderman, Invincible Island* and most of *Journey To The Centre Of Eddie Smith's Head*.

I'm not sure what's at the centre of **Jason Kennedy's** head, but his list of konquests includes *Kolossal Kave, Return To Eden, Price Of Magik, Time Quest, Hampstead, NeverEnding Story, Manor Of Doom, Mafia Contract II, Hobbit, Espionage Island* and *Planet Of Death*, and limited help on *Lords Of Time, Emerald Isle, Moron* and *Temple Of Terror*. For help write to him at 15 Sharpe Street, Amington, Staffs.

Stuck in any of the following? *Marie Celeste, El Dorado, Snowball, NeverEnding Story, Adventureland, Classic Adventure, Twin Kingdom Valley, Serpent From Hell?* Maybe you should write to **Robert Thomson**, Willerby Villa, 80 West Road, Congleton, Cheshire CW12 4EV.

Stuart Ferguson lives at 40 Meadow Way, Cassington Park, Yarnton, Oxon OX5 1TA and can help anyone out on *Terrors Of Trantoss, Doomdark's Revenge, Lords Of Midnight, NeverEnding Story, Hulk, Seabase Delta, Espionage Island, Kentilla* and five of the seven main tasks plus task eight in *Sorderon's Shadow* which he'll swop notes on at the drop of a hat, or even a sae.

The sae obviously applies when writing to any *Kind Souls* and I know I keep repeating it but people keep forgetting it, which is definitely bad form, chaps and chappesses.

Ian Sealy was about to appear in a previous issue when the merciless Ed snipped him out because the column was too long. But the wait has meant that Ian's now got a more respectable list of adventure successes to his name: *Hobbit, Lord Of The Rings, Hulk, Spiderman, Jewels Of Darness, Silicon Dreams, Colour Of Magic, Sinbad, The Secret Diary Of Adrian Mole* and the first part of *The Fourth Protocol*. Ian's abode is 37 Fawsley Leys, Hillside, Rugby, Warwickshire CV22 5QZ. Ian also adds: "Thanks very much for advising me to join *The Adventurers Club Ltd*. It's brilliant." Another satisfied customer.

Jackie Holt has certainly been kind to me lately, sending in tons of solutions to fill gaps in my files, though she says it's only because she's got stuck in lots of adventures and can't get any further in any of them. She claims she's no good at them, then goes on to give me a list a mile long of games she can help on: *The Boggit, Castle Adventure, The Cup, Custerd's Quest, Desert Island, Dragon Of Notacare, El Dorado, Galaxias, Gremlins, Hammer Of Grimmold, The Helm, Heroes Of Karn, Hobbit, Hulk, Eddie Smith's Head, Knight's Quest, Lifeboat, Ludoids, Magic Mountain, Mansion Quest, Marie Celeste, Mafia Contract I/II, Matt Lucas, Message From Andromeda, Mission X, The Mural, Necris Dome, NeverEnding Story, Noah, Pirate's Gold, Planet Of Death, Project X/The Micro Man, Holy Grail, Randy Warner And The Aztec Idol, Rescue From Doom, Return To Ithaca, Robin Of Sherwood, Salvage, Seabase Delta, Shrewsbury Key, Sinbad, Snow Queen, Sorceror Of Claymorgue Castle, Souls Of Darkon, Spiderman, Ten Little Indians, Theatre Of Death, Thompson Twins Adventure, Valkyrie 17, Waxworks, Wizard's Orb* and *Zacaron Mystery*.

Jackie's address is 36 Eland Street, New Basford, Nottingham NG7 7DT, and she adds: "I can't provide full solutions, as I'll just have to write back to people and ask them to tell me where they're stuck. One cheeky devil asked for three solutions! They can't be very keen adventurers if they won't even try. I'm only too pleased to help anyone out, but not to tell them the lot. Half the fun's getting killed a dozen times before you realise why!" Hear, hear.

And here is **Shane Wood**, 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH. Shane can help on *Erik The Viking, Bugsy, Sherlock* and the first part of *Sinbad*. He'd also like to swop *Sherlock, Valhalla, Kobyashi Naru* and *Seas Of Blood* for *Worm In Paradise* or other adventures.

Last *Kind Soul*, **Steven Roden**, claims to be quite mad, but not so mad that he hasn't solved *The Hobbit, Bored Of The Rings, Lords Of Midnight, Subsunk* and *Invincible Island*. The asylum's address is 14 Manston Drive, Perton, South Staffs WV6 7LD.

LOST SOULS

More arcade-adventures to begin with, as I know lots of regular adventure readers have solved quite a few of these and are always prepared to come to the rescue. So who can rescue **Daniel Holmeds**, 91 Mountain Crescent, Thornhill, Dewsbury WF12 0BY? Daniel's being given the run-around by *Knight Tyme* and wants to know how to get a photo for the blank ID card and wonders why he gets blown to smithereens (a lovely place) when he tries to teleport. And in *Fairlight II*, how to beat the monk in the room under the battlements: **J. Grundy**, 3 Banks Garth, Knottingley, West Yorks WF11 8AN.

Back to real adventures, and real adventurers **Deborah** and **Trevor Whitsey** of 1 Furber Court, The Arbours, Northampton NN3 3RW need someone to come to their assistance on *He-Man* and tell them how to escape Two-Bad, defeat Beastman, kill the Wyverns, get the cuboid and paper, and go through the crack.

Darren Sellwood lives in Blackpool but is trying to *Return To Ithaca*, being unable to get through the maze on the second island. Can anyone amaze him by demazing him at 10 Kingston Avenue, Blackpool, Lancs FY4 2QA?

Paul Hughes addressed his letter requesting adventure help to T'zer, so there's someone who must be really lost, if not desperate. I've sorted out most of his problems but am unable to help on *Curse Of Sherwood* where Paul wants to know how to get past the swamp without sinking and being killed. All you swamp experts out there should rally round and throw a rope to 10 Ruth Evans Court, Rainhill, Prescot, Merseyside L35 8LB.

Anyone been *Into the Eagle's Nest* lately, and lived to tell the tale? If so, tell it to **David Jenkins**, 41 Brookside, St Dials, Cwmbran, Gwent NP44 4NB. It'll definitely be a feather in your cap. David wants to know where and how he escapes after detonating the explosives on all eight floors.

Has no-one solved *Serf's Tale* yet? **Anne Turnbull** would like to hear from anyone who has, as she's got 13 of the 16 treasures, found her way through the maze to refill her lamp, but now can't get out again. She stumbled across the pirate's chest once but can't find it again, can't get the door open at the end of the ledge by the volcano because the handle is too hot, and can't get the dragon scale that's embedded in the mud on the reservoir floor. Anne wrote to me in a Paddington Bear envelope and said "Please excuse the writing paper but my son has pinched all mine to write to his girlfriends. It wouldn't be so bad but he's only five years old!" So write back to Romeo's mum if you can help her at 105 Thornton Close, Pelton, Chester-le-Street, Co Durham DH2 1QL.

David Williams is stuck in several adventures that I can't help him on and is looking for any help at all with: *Temple Terror, Serpent From Hell, El Dorado, Moron* and *Runestone*. The address is 58 Neath Road, Briton Ferry, West Glamorgan SA11 2YR.

MIKE'S CHRISTMAS CRACKERS

Tis the season to be jolly, fa-la-la. Here I am taking a look back and a look forward at one and the same time and without the aid of a safety net.

Of 1987's releases, which impressed me most, what would I like to find in my Christmas stocking, apart from Selina Scott's legs? Well no self-respecting adventurer's collection would be complete without the two Level 9 trilogies that Rainbird published early last year: *Jewels Of Darkness* and *Silicon Dreams*. Enough problems in those two to keep you adventuring 'til the next century.

Rainbird's games are so well packaged that they make good Christmas presents, and for those of you with a 128K machine, or shortly hoping to have one, you should make sure the deal also includes a copy of *The Pawn*, again published by Rainbird but this time written by Magnetic Scrolls — and three cheers to them for being one of the very few adventure houses to produce something just for the bigger machine, and not in a 128K version that's just the 48K version with more words.

Of the new names on the adventuring scene, two in particular impressed me. One is Smart Egg Software, and if you've got £1.99 left after you've bought the loofah for Auntie Ethel and the bottle of gin for the vicar, you should treat yourself to *The Serf's Tale*, published on the Players label. It's yet another version of the original *Colossal Cave Adventure*, but programmed with great style and my budget release of the year. Smart Egg went on to do *Rigel's Revenge* for Bulldog/Mastertronic, which shows that they're definitely no one-hit wonders.

The other newcomers who I'm sure will be around for some time are The Essential Myth. *Book Of The Dead* marked their breakthrough, being taken up by CRL after the lads had taken the plunge and published it themselves. They've another game for CRL due out any time now, and I predict great things in store for them.

The release of the year though, isn't an adventure at all. It's Gilsoft's utility, *Professional Adventure Writer*, or pause for thought. I mean *PAW* for short. I hereby award this my coveted Golden Grue Award, which I'll be sending to Gilsoft just as soon as I get it back from the pawnbroker. My review of *PAW* tended to concentrate on its features, cramming in as much info as possible, but it didn't really say how excellent I thought it was. Ten out of ten, without a doubt, and the best release of 1987.

And now excuse me while I get my crystal ball out and tell you what to place your orders for in 1988. Firstly the new game from The Essential Myth for CRL, written on *PAW*, *Jekyll And Hyde*. Read the book by R L Stevenson while you're waiting for the game, as this adventure's going to knock your Xmas socks off.

An oldie for the New Year, but which is sure to be value-for-money and worth another look will be the Rainbird/Level 9 *Time And Magic* trilogy — anyone who hasn't got *Lords Of Time, Red Moon* or *The Price Of Magik* — now's your chance.

Finally for everyone whose stocking contained a Plus 3, or even a Plus 2, make maximum use of your memory by playing *Guild Of Thieves* from Rainbird/Magnetic Scrolls. I gave its previous game 9/10, and I reckon this second one's even better.

RIGEL'S REVENGE

A few months ago I raved over *The Serf's Tale* from Smart Egg Software, published by Players, and I know from the helpline letters that lots of you have bought and enjoyed it... if tearing your hair out is a sign of enjoyment. Now the Smart Eggs have hatched another game, courtesy of Mastertronic, so this one is likely to be even more widely available. It's not quite up to *Serf's Tale's* megagame standard, but there's only a whisker in it, it's still an ace adventure.

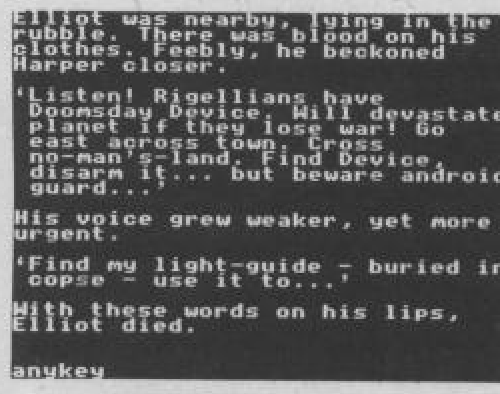
It tells the story of Harper and Elliot, one of the great newsgathering teams of the 22nd century. They're covering the Re-Unification War and are sent to Rigel V, which is still holding out against the Federation troops. Sounds almost as dangerous as being at *YS* when the sandwich man arrives. It seems there's a bomb on Rigel V, Elliot's been smuggled in to find it and you play Harper, joining him soon after.

Not soon enough though, because when you find him he's on the verge of snuffing it. But before he does, he manages to croak: "Go east across town. Cross no-man's land. Find device, disarm it... but beware android guard... Find my light-guide — buried in copse — use it to..." Well, you'll have to figure out how to use it for yourself, because Elliot, at this point, pops his clogs.

Pausing only to give him a decent burial, off you go to check out the hostile town around you. A piece of advice — read the loading screen carefully otherwise you'll never even get the game started. The first problem's a bit too sneaky for my taste. I like my clues to be in the game itself, not printed on the screen when I'm elsewhere making a cup of coffee! There seemed to be sudden deaths all round too, and I thought I was going to hate the game. But then I realised the deaths had all been signposted if only I'd been careful, and this set me on my toes for later signs of danger.

There aren't too many graphics in the game, but they are very well done. Mostly they come up when you examine things, like a door and a gun early on, and as well as being detailed they also often contain a clue as well, so keep your eyes peeled. The problems are tricky, and might prove too tricky for some as they do require a bit of inspired guesswork. In one place PULL BAR helps a little, but PULL BAR HARD helps a lot. Some of the problems also involve coming up with a sequence of commands.

It's a game worth buying, with many of the routines being very convincing — bullets rain as you walk the streets, and you have to dive down into a basement out of the way, or a pack of dogs sets about chasing you. Breathlessly you try to outrun them. A touch of thriller-writing about the text, and this two-part tale is probably Mastertronic's best Speccy adventure yet.



Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title.......... *Rigel's Revenge*
Publisher.......... Matertronic/Bulldog
Price.......... £2.99

SAVAGE ISLAND I/II

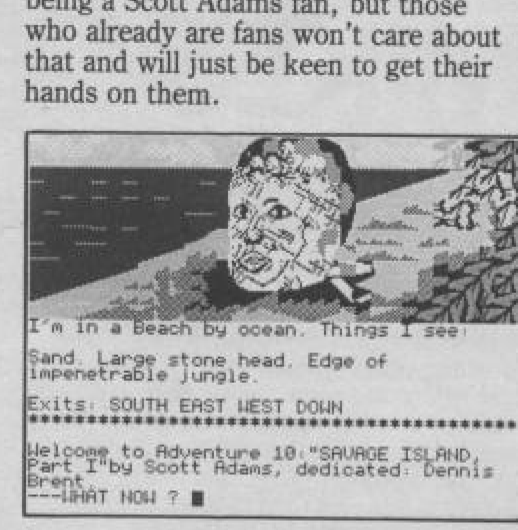
It feels like stepping back into a time-warp to be reviewing these two elderly Scott Adams titles, though I believe this is the first time the graphic versions have been released for the Spectrum.

You're not told much about the story behind part one, except to survive on the island. Can you outlive the awesome power of Hurricane Alexis and solve the problems of the volcano, the bear in the cave and the underground caverns? Well maybe you can if you're persistent and don't always believe what you read. Don't leave the first location until you've unearthed an object, and when in the lake you can also swim in the one direction you're not given as a possible exit. You can jump down a cliff and survive too! Devious, sometimes in the wrong way, but complex and quite lengthy as well.

It seems a bad marketing move from either Scott Adams or Tynesoft to make sure you can't start *Savage Island II* 'til you've finished part one and got the password. Those who can't solve the first part aren't likely to buy a second part they can't start, are they? But if you enjoy what you've done in part one you might like to get yourself stuck in part two as well. The password's as easy as 1-2-3.

Part two is far removed from any island, savage or otherwise, because now you're in space and again the aim of the game isn't clear, apart from progress and survival. It's a game of force fields, console panels and captain's logs. The answer to the first problem of how to get through a vacuum, deserves an entry in the obscure inputs hall of fame. I had to get help on this one myself, and I make no apologies for passing it on, though I will print it backwards for the benefit of those stubborn nuts who'll still want to try for themselves: ETALITNEVREPYH. The input when you're through the vacuum is BREATHE OUT.

The graphics are variable, some good and some pretty dire, but again it should keep you playing for quite a while and in that sense, it offers you value for money. This pair of adventures hasn't converted me to being a Scott Adams fan, but those who already are fans won't care about that and will just be keen to get their hands on them.



Graphics
Text
Value for Money
Personal Rating
6

FAX BOX
Title.......... *Savage Island I/II*
Publisher.......... Tynesoft, Unit 3, Addison
.... Industrial Estate, Blaydon,
.... Tyne and Wear NE21 4TE
Price.......... £7.95 each

A FISTFUL OF BLOOD CAPSULES

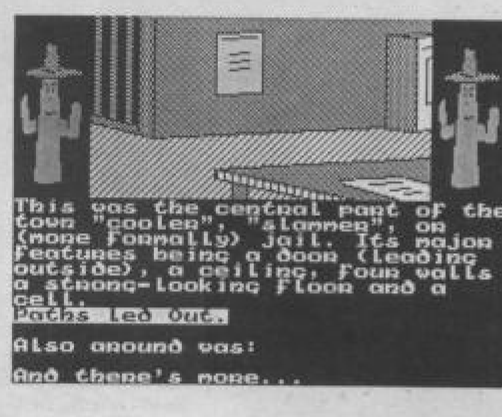
Andy Lowe and Dave Dutton have produced another winner with *A Fistful of Blood Capsules*, a parody western that they describe as being "In glorious ANACHRONISM-OVISION!!!" That's because it contains such typical wild west items as drink dispensers and cashpoints outside the bank. It also features the Sheriff of Bodge City, Quiet Slurp, and his deputy, Marcus Bonehead, who couldn't possibly have been inspired by our own Dr Berkmann could he? The jokey names may be bad, but the humour's better in the adventure itself, believe me.

First comes The Storyboard, an optional introductory program to set the scene for the game itself. All this requires you to do is press a key and laugh at the jokes, though this too, is optional!

In the game your task is to arrest or otherwise dispose of (no questions asked) a gang of five murderous scumbags who have been terrorising the neighbourhood. When the game begins you've got one of them in the jail, but it's not long before his pals descend and bump off old Bonehead. If you rush out after them, you're just in time to discover they've formed a reggae band, singing "I shot the deputy, But I did not shoot the sheriff... oh no!"

In your in-tray there's a suggestion that you convert the town boundaries from concrete walls to elastic bands, producing a town of flexible size! Bonehead was reading *The Daily Stubble*, and I'd advise you to do the same. If you examine everything you might just about be able to save Bonehead's life — but you won't be able to stop Gringo Scumbagski from being rescued, so you still have to get out there and round 'em up.

Not one for those who like their games to be of *Colossal* dimensions and guaranteed to contain one troll and an old brass lantern (though there is a talking ring!), but for fans of *Delta 4* and *St Brides*, Zodiac Software is definitely a name to add to the list. Worth a fistful of anybody's money.



Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title.......................... *A Fistful of Blood Capsules*
Publisher..... Zodiac Software, 22 Peakdale Ave,
.............................Goldenhill, Stoke-on-Trent,
....Staffs ST6 5QP
..................(Cheques/PO's payable to A. Lowe)
Price.. £4.00

KARYSSIA, QUEEN OF DIAMONDS

Another Gold Medallion release from Incentive, and better value-for-money than the earlier *Winter Wonderland* and *Apache Gold*, which were decent-enough adventures but pricey at £7.95. *Karyssia* costs the same but this time it's a three-part *GAC* adventure in *Swords And Sorcery* vein, involving money, weapons, spells and speech. Dark deeds are afoot, or possibly twelve inches.

Before you can get going, there are no less than six pages of cassette inlay to read, giving you the storyline and lists of weapons and the spells available in the three levels of magic: the lower plane, higher plane and exclusive plane. There's a lot going on in this game! *GAC?* I never knew there was so much in it.

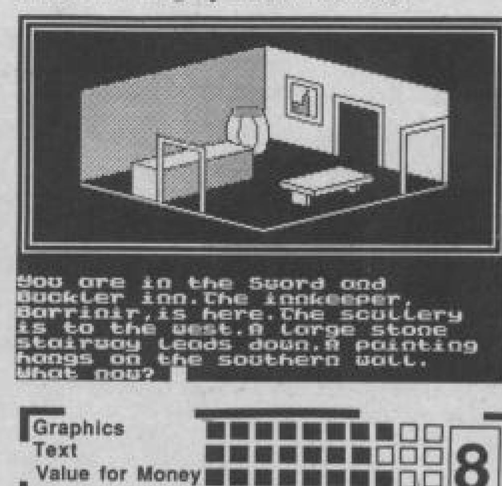
But who is this *Karyssia* anyway? Daughter of King Merenon I of the Isle of Senduarin. Her ascent to the throne coincides with the expiry of the diamond mines on which Senduarin's wealth is based, and her attempts to save the economy make her a popular figure. Little do her adoring public know, but... Oh you don't want to know all this, do you?

The aim is to kill Karyssia, which means finding the Royal Castle from your starting point, "The Sword and Buckler". This first location shows the style of graphics that's been adopted, and very stylish it is too. A 3-D *Batman/Sweevo* type of perspective has been chosen for indoor scenes, and it's so effective you wonder why no-one thought of it before for an adventure game. Watch the doors in the graphics too, as not all exits are given in the text and it's up to you to find them.

I like the style of the first real problem you have. Up a tree you find an acorn. At the top of a cliff is some soft earth, just ripe for acorn planting. Half-way down the cliff is a nest. Elsewhere is a rope, and then lo and behold you find a GROWTH spell. What could be simpler? Plant the acorn, cast GROWTH at it, tie the rope to the tree and get to the nest. Wrong! As you hurriedly make your way back to the cliff top via the only route, your spell is confiscated and you can't get past. Or can you? I won't say any more but it's a bit of neat double bluffery from the programmers, D & R Shacklady. Or is it triple-bluffery... hmmm, I've only just considered that.

At first I thought I was going to hate this game, as my wanderings took me to one of my pet hates: sudden death routines. Standing on a main road you're told: "To the west you can see Westmarket Street." Tum-ti-tum-ti-tum, let's go west. Oh dear, we seem to have been attacked by a 15 foot ogre who just happens to be hanging round Westmarket Street. Press a key for another game. Then elsewhere something shines in the water of a lake. EXAMINE WATER. Oh dear, you are bitten by a deadly poisonous glistening crab. How silly of me, I should have known. Press a key for another game. I very nearly didn't!

I'm glad I persevered though, as apart from a few careless screen layouts this is one of the best *GAC* games I've yet seen. The speech function is often limited to saying 'Hello' just to get a response from the characters, but I liked the way the authors seem to have successfully packed lots of features into the program. Highly recommended.



Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title.......................... *Karyssia, Queen of Diamonds*
Publisher.............. Incentive, 2 Minerva House,
..................................Calleva Park, Aldermaston,
.... Berkshire RG7 4QW
Price.. £7.95


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Telex: 497455 Fax: (0222) 555527

SCREEN SHOTS

PART TWO

THUNDERCATS

YOUR SINCLAIR MEGAGAME

Elite/£7.95

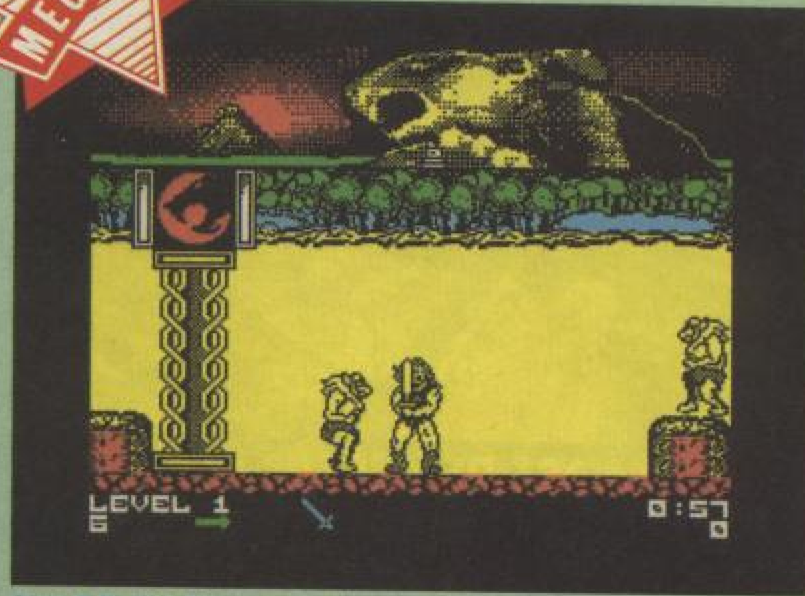
Tony Worrall Purrfect! That's my opinion, chums. So excuse me while I do my reviewer's duty and foam at the mouth and rave with excitement. For an absolute rave is what this spanking game deserves. Right, let's wipe away the drool and get on.

Well, we've had just about every other range of 'action' toy converted into playable software, and now comes the turn of those furry feline fighters for freedom, the *Thundercats*. If you didn't know already, the Cats appear in a TV cartoon series, which is itself based on a toy range (as these things are). How can this latest addition to the swelling ranks of toy spin-offs be different to the rest? Just take a look at the programming team — none other than the chaps from Gargoyle Games. Their deft touch with game software is noticeable all the way through this classy epic. It's a quite faultless piece of programming, with many cracking detailed digitised piccies and (on the 128) a very satisfying soundtrack from that Commodore music maestro Rob Hubbard.

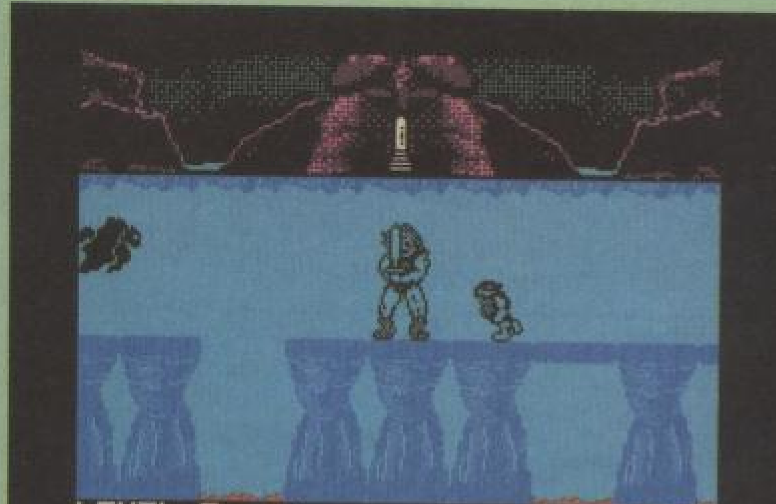
For those of you who need a dose of story background before embarking on the game itself, here's the plot. Thundercat arch-enemy, the nasty Mumm-Ra, has nicked the all-powerful eye of the Tundera — the power behind the awesome Sword of Omens. Unless Lion-O can retrieve the eye, Mumm-Ra will inflict her evil vengeance throughout the land, and destroy the last of the Thundercats. Along the way, Lion-O has to rescue his fellow Cats if he's to succeed.

Thundercats is a well wicked left-to-right scrolling bash 'em up in the tradition of *Cobra* and *Hysteria*. The trick is to get to the far end of the level as fast as your padded paws will take you. Avoid or bop off the enemy along the way. At the end of each level is a bonus screen that converts spare time and kills into valuable points. It's no picnic though, each level is more of a pig to beat than the last.

The top of the games screen contains the digitised pics, and as you can see, they're pretty neat. They were all sourced from the 128K Speccy using a Sunset Digitiser and a Hitachi video camera, and with the programmers having enhanced the images further, the final effect is stunning. They may be borders, but these pics add real class to the game.



Lion-O flashes his weapon about as he begins his quest for the eye. You are the guy with the bulging biceps and the girlie haircut. Thwack away at the nasties to your left and right if you want to survive more than two seconds. Then leg it as far right as you can go to get to the next level. If you don't beat the time limit a scarey skull appears and your number's up.



Having survived the first level, our hero enters the caves of the Molemen. The funny black thing to the left is a giant bat — knock it for six as soon as you can. The short chap to the right needs a low swipe with the sword. Don't forget to jump over the blocks on the path not supported by pillars or it's an early bath night for Lion-O.

The central character of Lion-O looks like something out of *Dun Darach*, which is no surprise considering who did the coding. He's animated with a fair bit of style, as are the other assorted, weird and wonderful (well, pretty dangerous actually) inhabitants of the *Thundercat* world. There are some bizarre characters to be found in the game's 14 levels, but I'll leave you to find them!

I was much reminded of *Kung Fu Master* while battling through *Thundercats*. The action is similar (the large and small creatures, for instance), but while the older game fell down because of sloppy graphics and play, Elite's effort climbs high in the addictivity stakes with its excellent design and brilliant joystick-destroying gameplay. The 128 version with nifty sound FX is utterly the cat's whiskers. So my advice is to get your paws on a copy as soon as possible. It's the top cat as far as I'm concerned.

YS CLAPOMETER

Tastier than a can of Kitty-Kat more playful than a kitten, it's an unashamed sweat-inducing beat 'em up with bags of style and fantastic graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

THROUGH THE TRAP DOOR



Piranha/£9.95

Richard This is a real oddity of a game. It's based on the adventures of a strange little trio of monsters featured on a popular kids' TV series — but as I am unfortunately forced to work during the day (boo hiss), I haven't caught the programme. There was a video floating around the *YS* offices, but the queue to see it stretched along Oxford Street. Children's TV and cute toys seem to fascinate the magazine's editorial staff, so I gave up waiting and just slapped the game in the jolly old Spectrum.

Boni the skull has been kidnapped by a nasty living down in the catacombs — cue for an animated version of said dastardly deed at the beginning of the game. You play his friends Berk and Drutt. You actually control one of them at a time, flipping from one to the other as circumstances demand. Each has its own particular abilities.

Drutt is basically a frog, or possibly a toad. He can jump very high. This is useful to dislodge keys that you will need to let you through the doors into the next section of the underground labyrinth.

He can be unreliable though, every so often a worm pokes its head up out of the ground and starts inching its way around. Drutt will immediately break off his current activity, bounce after it and devour it with relish (and mustard and pickle as well).

Berk, a large yeti-like creature with rather manic bug-eyes, lollups around the screen with a crazed but amiable look on his face, picking things up. He can even pick up Drutt. Also keys, sweets, sausages, eyes and other strangenesses, which can endow our blue friend with magical powers like flying.

I had a bit of trouble with Berk. To pick something up he has to walk up behind it and march straight at you, whereupon he makes an ungainly lunge and grabs whatever it is he's supposed to grab. If you're lucky, that is.

When I say Berk is large, I mean he's a very big sprite, as with *Popeye* and other games designed by the same programmer, Don Priestly. In fact, Berk must be a quarter to a third of the screen high, and other creatures are correspondingly large. As a result, bats and other beasties aren't just amorphous blobs which you recognise more by their colour than by any physical resemblence to what they are supposed to be. No, with Mr Priestly, you can see their wicked little eyes rolling, and even their fangs glinting . . .

I'm not entirely certain though, what age range the game's aimed at. It has to be for the younger games player, who will be familiar with the TV series and certainly the enormous chunky graphics would seem to suit that market. But to be honest I found the problems you have to cope with very difficult *(And you're billions of years old! Ed).* Often you have to be in exactly the right position at the right time, and you must anticipate with absolute accuracy just when something's going to drop down and clobber you. And, cheating as I did by looking at the solution, I was amazed by its complexity. In many ways this is far more of a graphic adventure than an arcade game — you don't even get to zap any of the beasties that zap you!

All in all though, an excellent game with a great deal of its own brand of appeal. It'll take you weeks of hard work to solve completely, and provide a lot of fun along the way. Well worth picking up — though I hope you do it with more style than Berk!

YS CLAPOMETER

Well hard arcade adventure with the Don Priestly signature all over it. Fans will lap it up.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

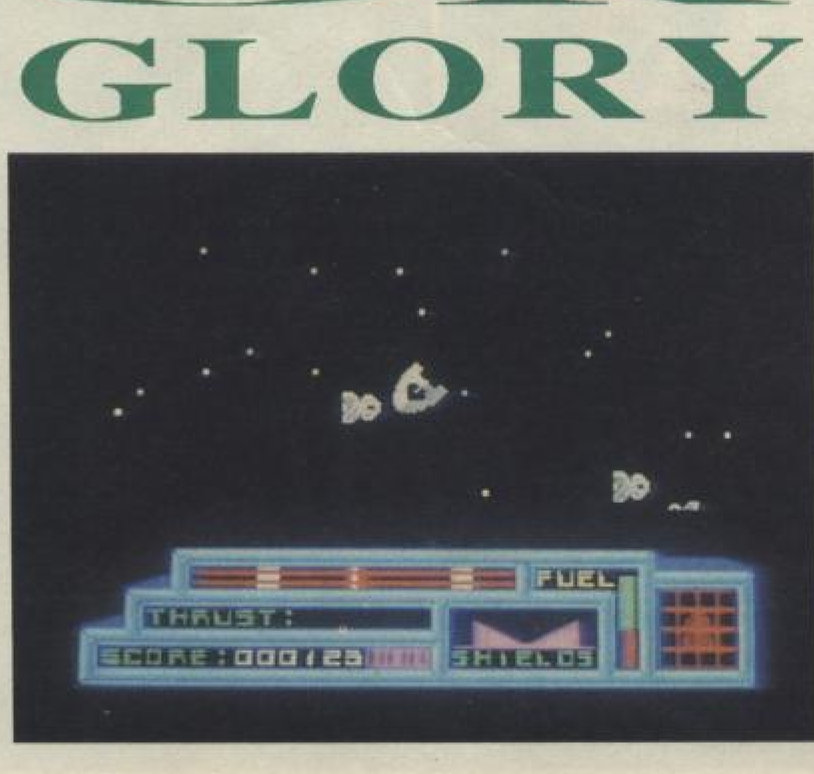
DEATH OR GLORY

CRL/£8.95

David Welcome to the Magical Mystery Tour, where there's little magic and heaps of mystery.

On opening the double-pack (single-cassette), I suspected *Death Or Glory* was a budget-price game (at best) bumped up to full price with the level of documentation you'd only expect for something as complex as, say, noughts and crosses. The insert was blank on the inside and the story on the back was less informative than an election manifesto. And yes, talking to CRL's PR dept confirmed my worst fears — this was indeed an £8.95 game and the version I had was the same as the one you'll find in the shops.

With a joystick (the keys are awkward and not redefinable) I found that forward is thrust, back is brake and the fire button , while nothing actually gets fired, needs to be pressed to destroy each piece of the mothership, netting a cool 1000. But colliding with the pesky aliens (the only way to destroy them and often ineffective) gives you a paltry 200+ score.



Since you can rarely avoid their missiles, your shields don't last very long, although as I managed to clock the game on my second attempt, even the most recent convert to gaming should perform respectably on this one!

Be warned that without a Kempston interface on a 48K Speccy, the ship behaves rather erratically (especially when entering high scores). Oh yes, and the game's total rubbish!

YS CLAPOMETER

A mega-flop if ever there were one. Leave well alone, and ignore this warning at your peril!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

YOUR SINCLAIR MEGAGAME

720°

US Gold/£8.99

Phil Wow! Brilliant! *720°* was a rip roaring game in the arcades, was fun to play and addictive too, and as with most arcade machines, the most exciting things about it were the graphics and sound, which I s'pose is a bit like saying the only thing wrong with the world is everything, but I digress. Transferring all that excitement into the Spectrum requires a different kind of skill, and the team who transferred this megagame onto the Speccy, Tiertex, have really done a first class job. Okay, so the graphics are duochrome (two colours, mate) and all that remains of the dynamite soundtrack is a couple of squitch and frrrrrp noises when something significant happens in the game, like when you get killed. But the remaining graphics are top notch, well animated and really give an impression of movement on a skateboard.

You must skate your way around Skate City, doing tricks around town until you've earned enough points to compete in one of the Competition Parks of Jump, Downhill, Slalom and Ramp. In these events you must use your skill to earn medals, bronze, silver or gold, and points which allow you to buy tickets for more competitions. Why should you want to do this? Well, if you use up your tickets, you can't escape the killer bees . . . *(What? Ed)* Let me explain. You start the game with three tickets to tournaments, and going to tournaments allows you to get off the streets and away from the bees, right? (Why bees, I dunno, but just take it from me they're there.) So in order to survive, you have to earn more tickets by being skillo on the old skateboard. And so it goes on . . .

So, as I said, the game is crisply drawn and animated to rubber wheeling perfection. And what an addictive little number it is too! If there's a moment to spare in our busy schedule, *(You! Busy! Don't make me laugh! Ed)* this is what I reach for. A classy game and one for the hall of fame. (Hey, that rhymes!) Buy it, bucko!

YS CLAPOMETER

A brilliant skateboarding arcade conversion that'll keep you rolling in the aisles, up the walls, through the pipes and down for perfect landing!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



S'funny, I don't remember there being this many bodybuilders, breakdancers, and skateboard repair shops in town. And what about that strangely menacing cloud of killer bees looming over the horizon? They weren't here before either . . . yipe! Skate for your life! The Ramp Park is just around the corner, I hope I can make . . . Bzzzzzzzzzzzzzzzzzz!



Made it! Now all I've got to do is skate a few wheel-perfect jump turns, and I've done it. Up and right, down and left, up and right, down and left . . . phew . . . ching! Yay! A gold medal! And that just pushes up my score enough to get another ticket. Now, provided I can avoid getting a swarm in my Y-fronts, I'll finish the level.

JACKAL



Konami/£7.95

Tony Worrall Jack-Jack-Jack your body with Jack-Jack-*Jackal*, hot off the duplicator from the makers of the arcade original, Konami. Is *Jackal* a bit of a dog? After Konami's poor showing with the Speccy versions of *Jailbreak* and *Nemesis*, I was expecting something just as tacky. But no! *Jackal* is actually quite playable. No masterpiece to be sure, but in a funny kind of way it isn't half bad.

We're back in classic *Commando* land here, but in place of the lone soldier of fortune, substitute an army jeep. This vehicle is controlled by tough guys, Bob and Grey. If you play the two player option, Quint and Deckar join in the fun. The idea is very simple: using the firepower of the jeep, destroy everything and everybody. You've got an endless supply of bombs so there's no need to go easy. Along the way several of your buddies have to be liberated from enemy camps, and in true *Rambo* fashion you have to take them to a helicopter pick-up point further along in the game. Your payment for this is the usual 'super-weapon' option, which you most certainly need in the higher levels.

Graphics are average to sloppy, with a good dose of attribute clash, but they work all right. The dozy collision detector is another matter though. Animation is far from smooth, and the scrolling landscape has the jitters! *Jackal's* certainly fast enough but at £7.95 it's overpriced. Day of the *Jackal*? Nearly, but not quite.

YS CLAPOMETER

A fair attempt at converting the coin-op. Fast, playable, but let down by poor graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

NIHILIST

Electric Dreams/£9.99

Marcus Word has it that this little number fell into Activision's lap from nowhere, which may be why the usual hoohah has been conspicuous by its absence. But I can see why *Nihilist* wouldn't be an easy game to promote in these dull licence-obsessed days. It's a curious game, the sort that reminds you of loads of others on the market while remaining curiously distinctive. Let me explain.

You are a droid (heard that before, anyone?) seeking to kill four omega droids, and indeed any other lesser droids you can lay your, er, wheels on. Knowledge of the Greek alphabet comes in useful here, as there are eight ranks of droid, from the lowly alphas (α) to the powerful omegas (Ω), all labelled by the appropriate symbols. You work your way up through these ranks by knocking off your opponents (which tend to travel in predictable patterns) and getting through the game in one piece.

The view is from above à la *Gauntlet*, but the graphics are markedly different, and the features various. Teleports allow access to different areas, while weaponry squares allow you to upgrade your weapons (or get some in the first place). To become an Ω-droid you must drain energy from seven ionisers that you'll find around the place — these'll also keep you alive. You can weaken droids by ramming them (although this is not recommended if they're bigger than you) or by shooting them. Terminals allow you to log on and receive messages, rather like *Impossible Mission*, and the labyrinthine map of the spaceship (if that's what you're in — who can tell?) is connected by automatically opening doors (easy) and dangerous force fields (hard) for which you need passes — all a bit like *Rasterscan*. See what I mean about comparison points?

Going further, I find myself thinking very much of Martech's *Pulsator* (pretty underrated, I thought) in graphical style and handling, while the gameplay has elements of the multi-level map 'n' scrap of *Into The Eagle's Nest*. The different ranks of nasty, and the different ranks of weapons you need to kill them, remind me of *RanaRama*. But the real comparison point, as C64 fans may have sussed out, is Andrew Braybrook's *Paradroid*, the game they said could never be translated to the Speccy. Well, someone seems to have had a pretty good go here, Andrew...

Still, countless fine games in the past have blagged ideas aplenty from other games, so let's not moan too much. While *Nihilist* is far from a megagame (actually that's not true — it's on my desk here next to *Nipper II*), it's a jolly little package which'll appeal to many — me included. Worth a punt if you liked *Pulsator, Rasterscan, Eagle's Nest*...

YS CLAPOMETER

Well implemented arcade adventure (with distinctly zappy elements) in the style of Paradroid and virtually everything else!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7



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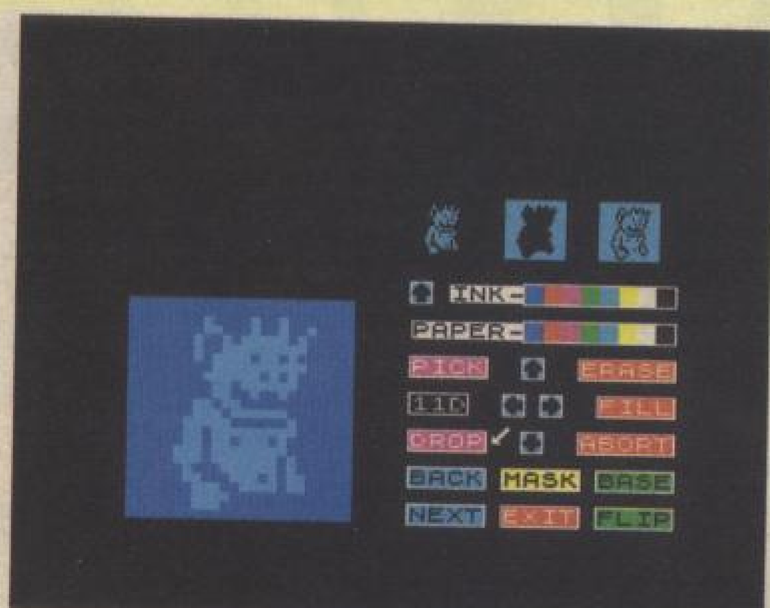
Phil It had to happen! No less than (in fact slightly more than) a year after the *Future Shocks* preview, *3D Game Maker* is here! Now you too *(What? Both of us? Schizo Ed)* can make adventure games in the grand old *Alien 8/Fairlight* tradition.

There are two cassettes in the box you get with *Game Maker*, a sprite editor, a room designer and a game which you can play your designs on. Unfortunately you can't play your game on its own, or give copies to your friends, as the designs won't play unless they've been loaded into the game. But you can have several different maps, sprites and puzzles to amuse yourself with, although why you should want to, when you already know the answer is anybody's guess.

The editor programs are a little bit flakey. With a bit of a problem reading the joysticks and crashing at the least provocation on the +3. But when it was running on a Speccy+, not so much trouble. Your own sprite designs have to fit onto the designs already in the machine. For example, sprites 8a-8f are part of the disintegration sequence, sprite 16 is a fixed block, sprite 17 is a poisonous block and sprite 18 is a pushable block. Sprite 15 is the finish block, which you have to place in the finish square of the map. Shooting this sprite finishes the game, so I'm afraid the scenario that you had in mind for fighting a 3-sprite dragon just went up in smoke!

The room editor is fairly comprehensive, but relies on a pretty strict format. The doors must all be in the same place, and the wall sections are placed for you. I can imagine the average games designer tearing his hair out with boredom and frustration after a few minutes of this. The program can't really be used just to try something out quickly either, 'cos you have to design your sprites, all of them, then save them to tape. THEN you've got to load up the game tape, and load your sprites in. (That's three loads so far!) Then you can try out your sprites, and you won't be able to see if they work when animated until then.

As a bit of fun, *3D Game Maker* fulfills most of its promise, constructing 3D type games and effortlessly whiling away hours. But if you've got anything remotely serious in mind, you might be better off using a simple graphics package and learning Z80 machine code.



YS CLAPOMETER

A basic 3D game designer, with no stand-alone capability. A nice idea, but really just for fun.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

RYGAR

US Gold/£8.99

David Take a pinch of knowhow gained from past smashes like *Beach Head*, *Crystal Castles* and *Solomon's Key*, sprinkle in a little Speccy magic and blend in the entire ingredients of a brilliant arcade game, et voilà! *(Wot? Ed)* the new US Gold hit, *Rygar*.

If, like me, you've gone absolutely ape over the arcade version, don't be too upset to learn that your Spectral friend doesn't quite cut it as a slot machine. You may get something that looks like gold if you mix gold and silver, but it's never quite the real thing.

Enough of the profundities — on with the game. It's 2.5 billion years on and, *Rambo*-like, you battle your way through rough terrain, exterminating or avoiding the various creatures you encounter. You're armed only with strong legs for jumping and what looks like a tethered circular saw blade for flinging at opponents.

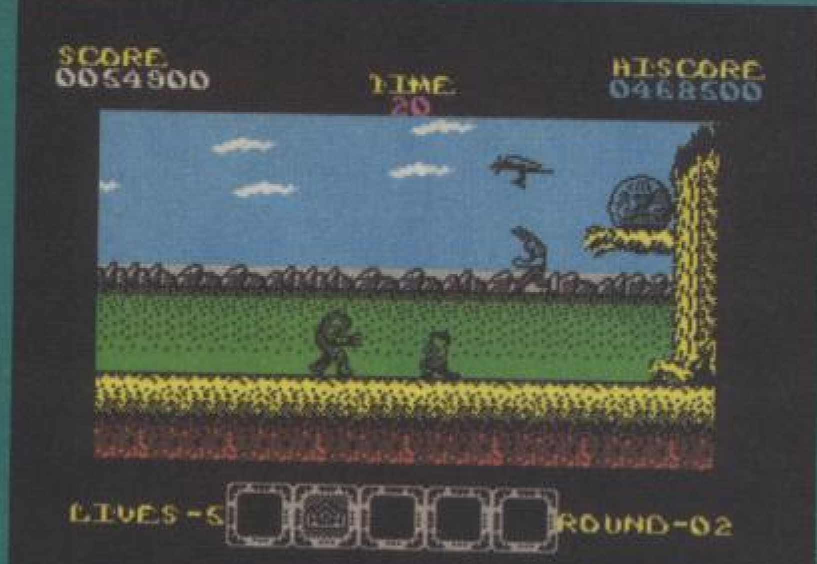
As you race through the levels, boulders sprout up like mutant cabbages and when shot disappear, leaving behind some sort of goody. Normally you just score a few bonus points (useful) but others give large bonuses (v. useful) and the odd extra life or increased time (mega useful). Periodically one of five icons will drop which increase your performance in various respects (oo-er).

Upon completing each of the 27 levels (all the original arcade screens are here), you're awarded bonus points for the number of creatures you kill and the time remaining on a 99-second clock. These can be mutually exclusive, though. Race through, stopping for nothing and you may get a respectable time bonus, but you miss out on the goodies en route. Spend the time killing things and there's a bonus for each hit — but only for fatalities notched up since the start of your current life. Many is the time you polish off 30+ opponents only to die inches from the end!

Naturally each level poses different problems, but please note, unlike the arcade when you fire, you stop moving, and this can be deadly. If things really start hotting up, you can swing your weapon in a satisfyingly destructive half-circle (not the full 360) by pushing the joystick forwards. In this version an enemy just appearing may be made to vanish if you move briefly in the opposite direction.

You lose graphically on this version (not surprisingly), but everything moves well and the screen scrolling is excellently smooth. Differences aside, this is a great game.

I have only one major complaint — it's causing me far too many sleepless nights. Excuse me while I go and burn the midnight oil.



The trick is to keep running and blasting — preferably both! Since attacks come from all sides, don't forget to look behind you occasionally. You're even attacked from above, by the headless wonder dropped here from the talons of a pesky bird. Note that the bonus boulders appear just about anywhere.

YS CLAPOMETER

Fair-ish arcade conversion but an absolute cracker of a game in its own right.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

YOUR SINCLAIR MEGAGAME

DRILLER

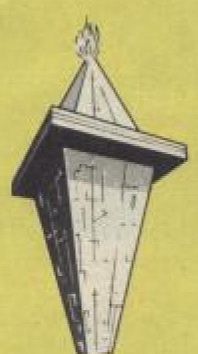
Incentive/£14.95

Phil Isn't this a tune by Michael Jackson? But seriously folks, *Driller* is actually the first release from Incentive Software based on its *Freescape*™ system. *Freescape*™, and yes it IS trademarked, is a new concept in 3D games, where every object in the game can be viewed from any direction. The effect of the graphics is quite stunning, and surprisingly playable in spite of a slight delay between 'screens', as the picture updates itself for a change of view.

The gameplay is actually a sort of arcade adventure, although there are a couple of other levels you can play it on. You are on the mining moon of Mitral, a small meteorite-pitted satellite of the planet Evath.



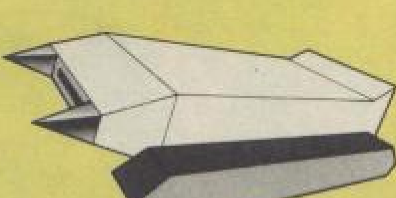
Over the surface of the moon 18 drilling platforms have been raised which join together to form a polyhedral surface. On each surface, buildings have been erected, hangers for the various scout ships and excavators, vehicles used by the miners, and sheds for storing the



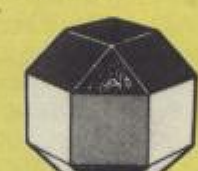
Rubicon energy crystals. The moon has been evacuated, due to a build-up of gas under the surface, and you have been charged with the task of releasing it. You do this by roaming around the surface, and signalling for drilling rigs to be teleported down to your current position. Then the amount of gas you've released is then shown as a percentage, and your score relative to your performance.

There's a lot in *Driller*, and the most fun you get out of it is just exploring around the *Freescaped*™ environment, peeking under, over and around things that present themselves, manipulating switches by firing at them, activating lifts, docking with other vehicles, and seeking out and using Rubicon crystals to replenish your energy. You can just play it as an arcade game, going around shooting things and picking up points, but the best way to enjoy *Driller* is on all levels at once, as a shoot'em up, as an adventure and as a strategy game.

The graphics are really brilliantly rendered, and the



buildings and walls all work in perspective from wherever you view them. The two vehicles you get to drive, the excavator and skimmer, are quite fast considering how much the computer is doing between screens, and the problems you have to solve are quite hard unless you do lots of experimentation.



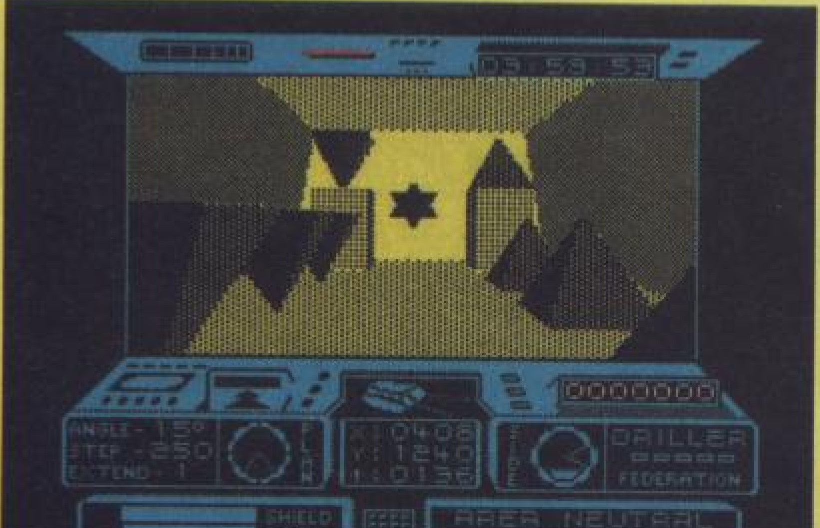
The game took a year to build, and it shows in the quality of the workmanship and the gameplay. I can tell that people are going to be sending in tips for this for months to come. Superb!

YS CLAPOMETER

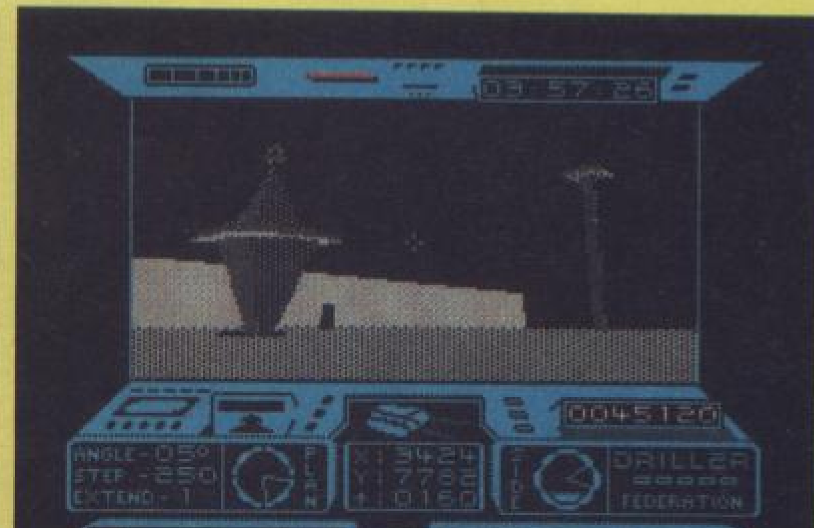
One of the most original 3D games of the year. Beautifully programmed and absorbing problems. Skillo!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL	**9**



So you've begun. You've got your first rig positioned, and it's given you 45120 cu. ft. of gas, with a success rating of 84%. Your laser is armed and ready, so you could try shooting something... you can shoot the platform at the top of the pole, but it'd be wise to see if there's anything useful up there first!



Inside a shed on your start platform, you find a lot of crystals. The inverted pyramids to the left replenish your energy, and the upright ones to the right replenish your shields. To drain the power from the crystals, just shoot at them, and they'll vanish putting all their energy into your power banks.

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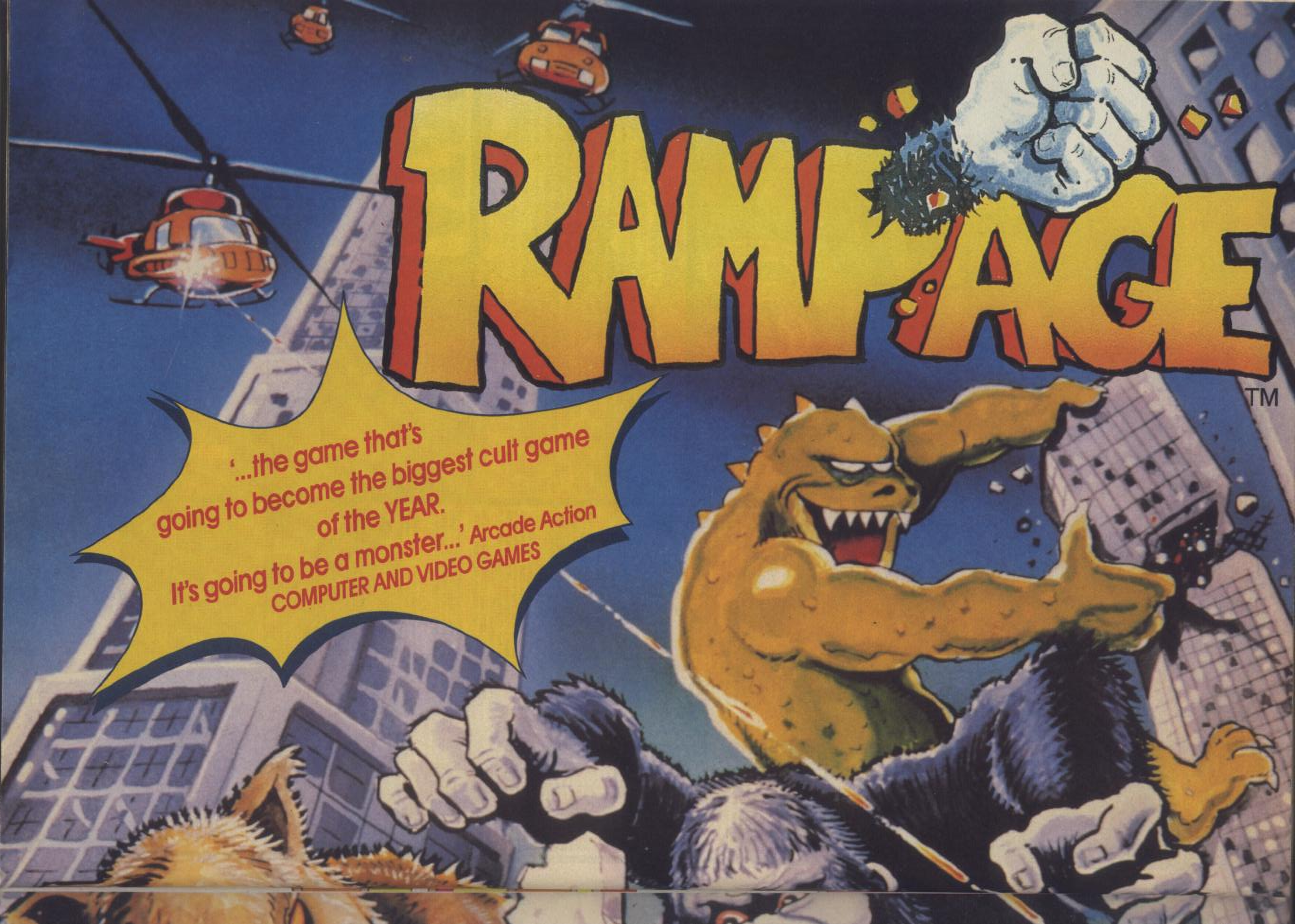
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Tony Worrall Want to take up the ultimate golfing challenge? US Gold gives you the chance with *World Class Leaderboard*, the follow-up to the original *Leaderboard*.

Now you can revel in four totally different courses contained on two cassettes. Three of these courses exist somewhere out there in the big bad world, but the fourth, named the Gauntlet, is specially designed to be the toughest son-of-a-gun you ever laid a three wood on!

World Class Leaderboard's main departure from the original it in the graphics. Gone are the endless blue plains that made the first game a bit of a bore. In its place check out the natty woodland scenes that edge every hole. Gone too are the long, pregnant pauses between each shot. Things move along at a fair old gallop when you are playing a hole. Unfortunately each new hole, and course even, has to be loaded in from the tape (a perfect advert for a +3 version!). This can take some of the enjoyment out of the play as it means constantly getting up to mess about with the tape recorder. I couldn't see why a 128K version was ignored, surely each hole doesn't take up that much memory. Anyway, it's a small price to pay for the entertainment contained in this package.

As in the original, the golfer's ability can be entered at the beginning. If you hate to see your ball constantly in the rough because of a bad hook or slice, try out the soppy kiddies' level. the professional level makes things much harder, and even gives you a touch of wind!

Tee up for the first course — Champions Cypress Creek. This is an American mega-large set-up and contains some of the longest fairways in the world. The first thing you notice is the wood. No, not the wood in your hand, but the millions of trees dotted along the hole. Each is lovingly drawn by the old Spectrum, blue bark and all! The trees can create something of a problem if they obscure part of the hole from the tee shot. If you drive into the top of a tree, the ball falls down dead, if you hit the trunk, it rebounds off into the distance. Shots have to be thought out with a lot of care. If you play a loose shot into the trees it creates all kinds of problems! Luckily the programmers have included the 'punch shot'. This allows the golfer to hit the ball low, under the branches of any nearby tree. A very useful little inclusion.

Cypress Creek is pretty tame next to the second course in the line up — Doral Country Club. This comprises some wicked, twisty holes, plus the generous addition of our old friend the water hazard. The next course is St Andrews, with some of the largest greens in the world. You

YOGI BEAR

Piranha/£9.95

Tony Worrall It's more than a poor reviewer can bear. That little teddy of a bear, young Boo-Boo, has been forcibly abducted and is even now struggling with the bars of his cage, way over on the other side of Jellystone Park. But hey hey hey! his good ol' pal Yogi is on his way to rescue his bosom buddy, and that's no mistake.

It's time for all good bears to take a good long kip and hibernate for the season. Yogi and Boo-Boo are no exceptions to this rule. Yogi has but a short time to find and release his short friend before the winter blues set in. But if you go down to the woods today you're sure of a whopping great surprise. Not only has Yogi got to contend with natural hazards such as black holes and running rivers, but the woods are alive with all kinds of animal life.

Yogi, being the greedy bear he is, needs to stock up regularly on campers pick-a-nick baskets, plus the odd fish nabbed from an angler's rod. Fail to keep Yogi topped up and his energy levels reach rocky bottom, and the game's over. While Yogi is on the look out for food, you need to be on the look out for campers or Ranger Smith. One touch of 'em is fatal.



Yogi Bear is a flip-screen arcade adventure with large sprites and a cute but silly plot. Yogi begins on screen 200, and has to find his way, by travelling as far right as he can go, to screen number 3 to rescue Boo-Boo. Several screens can be happily by-passed by the clever use of the cave system. The problem is toffee apples have to be collected along the way, six in all, to be converted by Boo-Boo into a code. This code, a series of shaped stepping stones, needs to be used on the screen next to the end to enable Yogi to collect the key to Boo-Boo's cage without alerting the bear-napper himself. This is all easier said than done of course!

In fact Yogi is not the smart bear he thinks he is. He tends to fall into every trap available along the way. Well, in my control anyway! This makes the game very frustrating. It's not so much the gameplay, because the basic idea works well enough. It is the maddening quirks of the programming that make it so infuriating, and so playable at the same time. The collision detector is a bit of a joke, but this can also work to your advantage at times. You may be pixels away from the edge of that pit and you fall in, but at other times you can bound straight through it quite safely.

The naffo joystick response can lead to a drain on Yogi's bear necessities, and get you into more hot water as you attempt a pixel perfect leap across a stream. Bad news.

I started the game in a bad mood (bear with a sore head?), but after about 20 games I began to see the fun part of it. It is addictive in an odd sort of way. True, there is no music, or high score table like the Commie version, and it makes no technical or graphical quantum leaps — but I like it, so there! If you think you are smarter than the average game player then try Yogi and see if it fits.

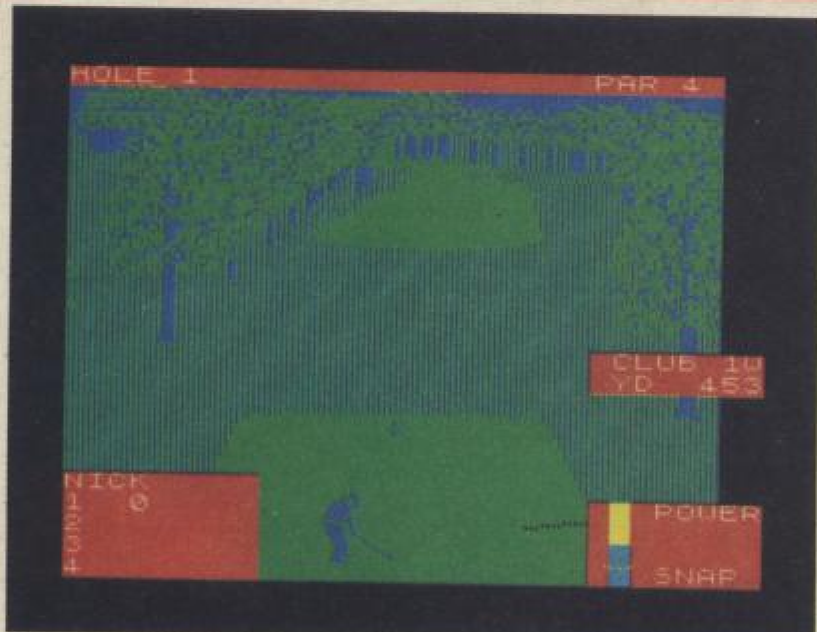
YS CLAPOMETER

Another cartoon conversion. Not quite what it could be but bear with it and you should find plenty to keep you amused.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■■□□

TOTAL 8

LEADERBOARD



can easily take three shots just trying to reach the hole from the edge of a green! The Gauntlet is the final course, and what a course. Designed to be the ultimate golf challenge, it certainly lives up to this promise. Pixel-perfect accuracy is needed on most of the fairways to stay on the right side of par. In fact US Gold thinks this course is so difficult that it has created a competition to see who can score the lowest possible round on the Gauntlet. If you feel lucky, there may be a set of new golf clubs waiting for you.

World Class Leaderboard is a vast improvement on the already excellent original. It gives the chance to play real, and famous golf courses in authentic style, from the comfort of your own home. A first-class simulation that will take hours to complete, and even longer to master. For all you budding Faldos and Lyles out there it's a must. Just remember to drive carefully.

YS CLAPOMETER

Excellent follow-up to the original* Leaderboard. *The inclusion of longer fairways and trees give it a truly authentic feel.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

A QUESTION OF SCRUPLES

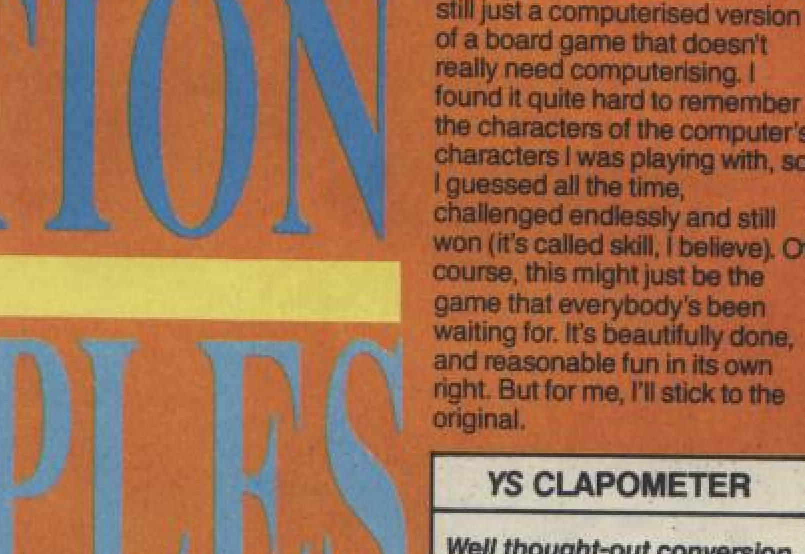
Leisure Genius/£9.95

Marcus It's got to be the best board game of the past year or two (at least since Triv), but does *Scruples* cut it on the Speccy? And does it matter anyway?

I've spent many a happy evening arguing over *Scruples* with similarly loudmouthed and opinionated friends. It's really a great game for people who love the sound of their own voice, and who love whiling away an evening arguing fiercely with someone in the reasonably secure knowledge that no-one's going to stick a glass in their face at the end of it. It's based around a series of 'moral dilemmas', questions of choice which you try and answer as unpredictably as possible in order to spark off rows and win the game. For instance you could answer a quezzy like 'A good friend is "in love" and introduces you to his/her lover. You find there is a strong mutual attraction. Do you repress your feelings?' in various ways, from 'Good Lord I wouldn't dream of such a thing' to (in my case) 'WALLOP!' It's all part of the fun and violence in *A Question Of Scruples.*

This Speccy version has been programmed by Sentient Software and it's really a masterpiece of design. You can play with up to 10 'people', of whom any number can be run by the computer. You have 64 preset characters to choose from, or if you're playing yourself you can take one of the faces and define a character to go with it. As usual the idea is to see if people are lying when they give their answers, and all the original features of the game have been faithfully reproduced. If you want you can even have 10 computerised characters, and just watch them get on with it — although I found that as gripping as watching yogurt go off.

I'm not sure, though, that I really see the point of it all.



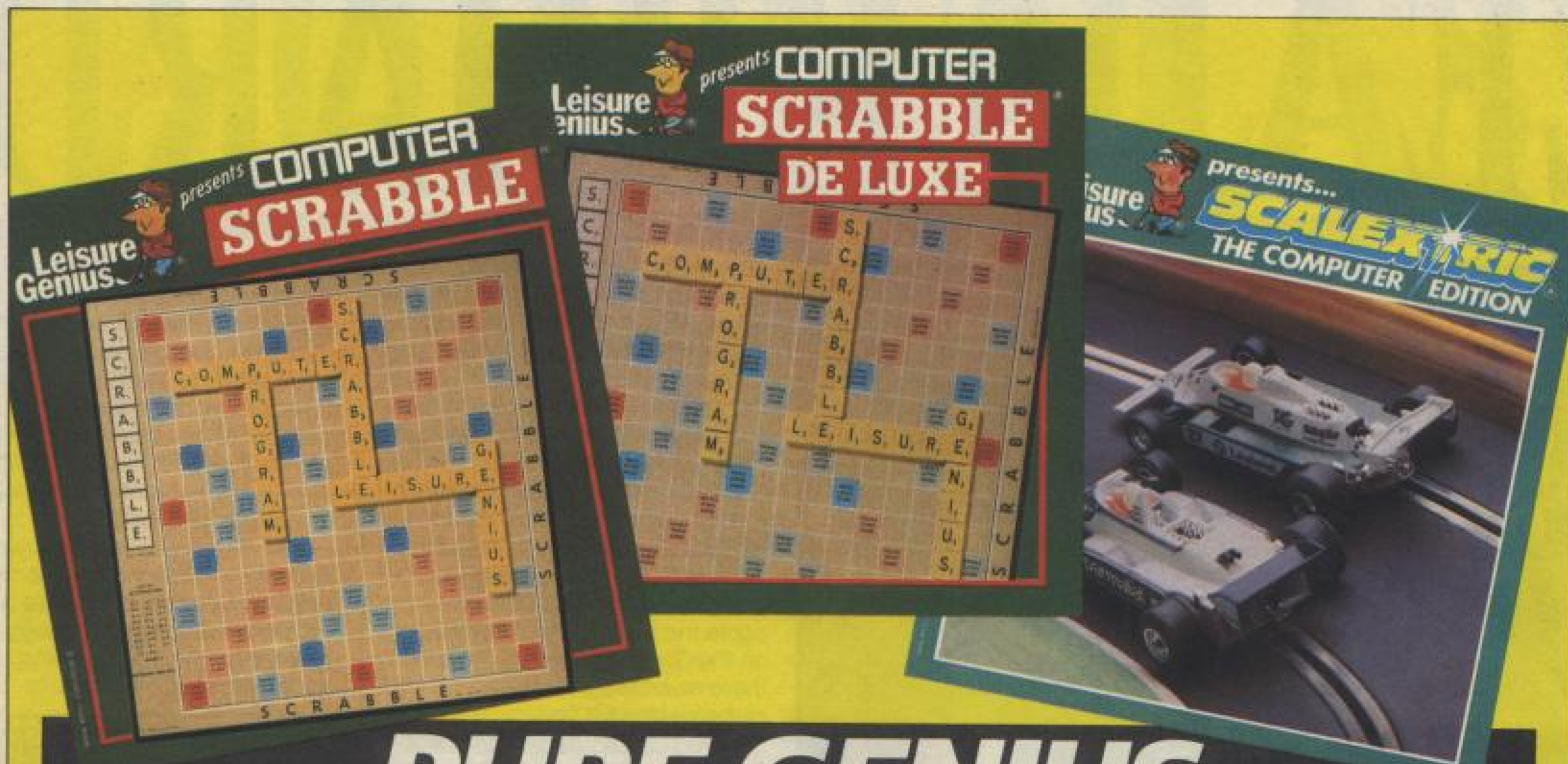
Though clever and accurate it's still just a computerised version of a board game that doesn't really need computerising. I found it quite hard to remember the characters of the computer's characters I was playing with, so I guessed all the time, challenged endlessly and still won (it's called skill, I believe). Of course, this might just be the game that everybody's been waiting for. It's beautifully done, and reasonable fun in its own right. But for me, I'll stick to the original.

YS CLAPOMETER

Well thought-out conversion of YS's fave board game of recent years. But do we really need it?

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

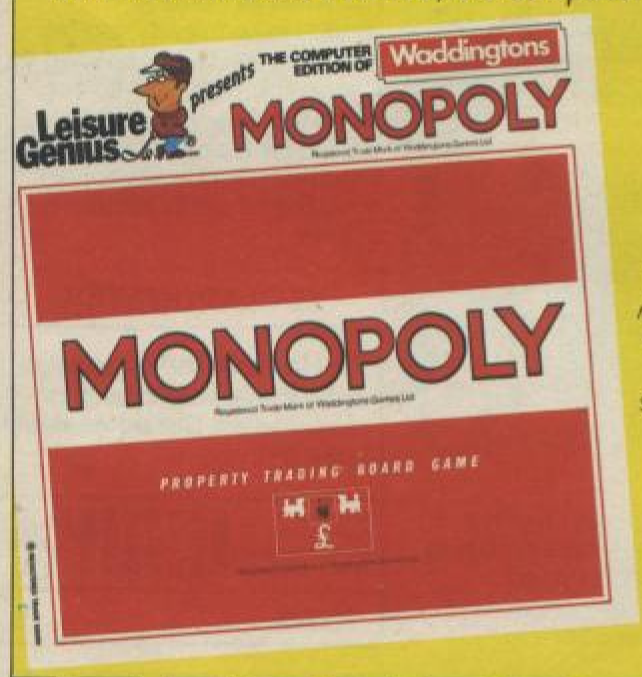
TOTAL 8



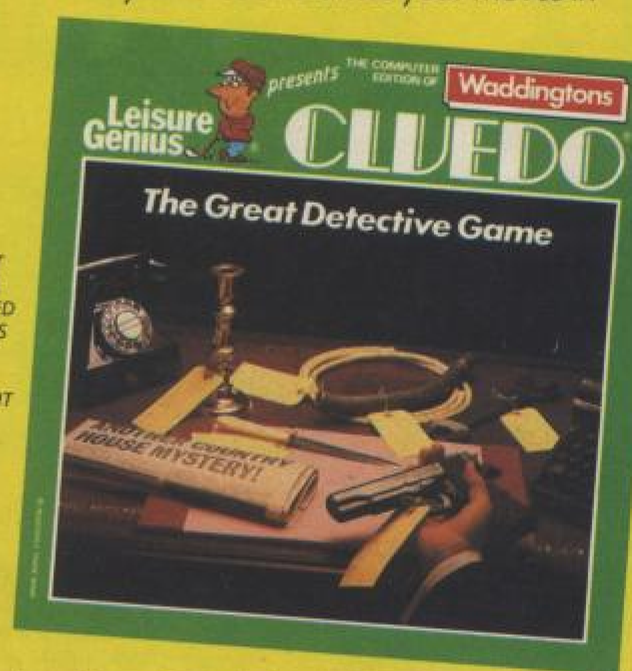
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YOUR SINCLAIR MEGAGAME

NEBULUS

Hewson/£7.95

Rick It's wondrous and fantabulous — it's *Nebulus*!! Back in Spring those hoopy Hewson boys got together with programmer, John Phillips and megagame *Impossaball* was born. And that crack pairing have done it again with *Nebulus*, the cutest and most scheming platform game for aeons.

As the aptly named Pogo — you'll be jumping about everywhere! Your mission (not quite impossaball) is to destroy eight towers which have mysteriously emerged from the sea. Assuming a cuddly frog form, you are the most amenable of amphibians with snowballs and wit being your only weapons of destruction.

Like the fair Rapunzel's lover, all you have to do is climb the tower to ensure success. It'll then go on to destruct mode and you can swim on to the next tower.

Unfortunately, no-one's going to let their goldy-locks down to help you. Instead you have to follow a mazy series of spiral steps built around the outside of the tower. Which is where the mega-amazing rotational 3-D scrolling comes in. This staggering programming allows travel round and up the tower, entering and exiting various doors to emerge at different parts of the tower with utter smoothness without ever going to the edge of the screen. Instead the tower winds like a screw thread through your monitor.

The further up the tower you go, the more devilish the puzzles that need solving for progress to be made. And speed is of the essence too, as you've only three lives to play with and the on-screen counter rattles down from 500 to the frenetic beat of some faberoony music. Vigilance is equally crucial, as you can't predict what's coming round the next spiral turn. Flashing blocks and bouncing balls can be zapped to add on points (every 5000 earns an extra life) but silver spheres can only be momentarily stunned, whilst the snow crystals are immortal and master mashers of Pogos.

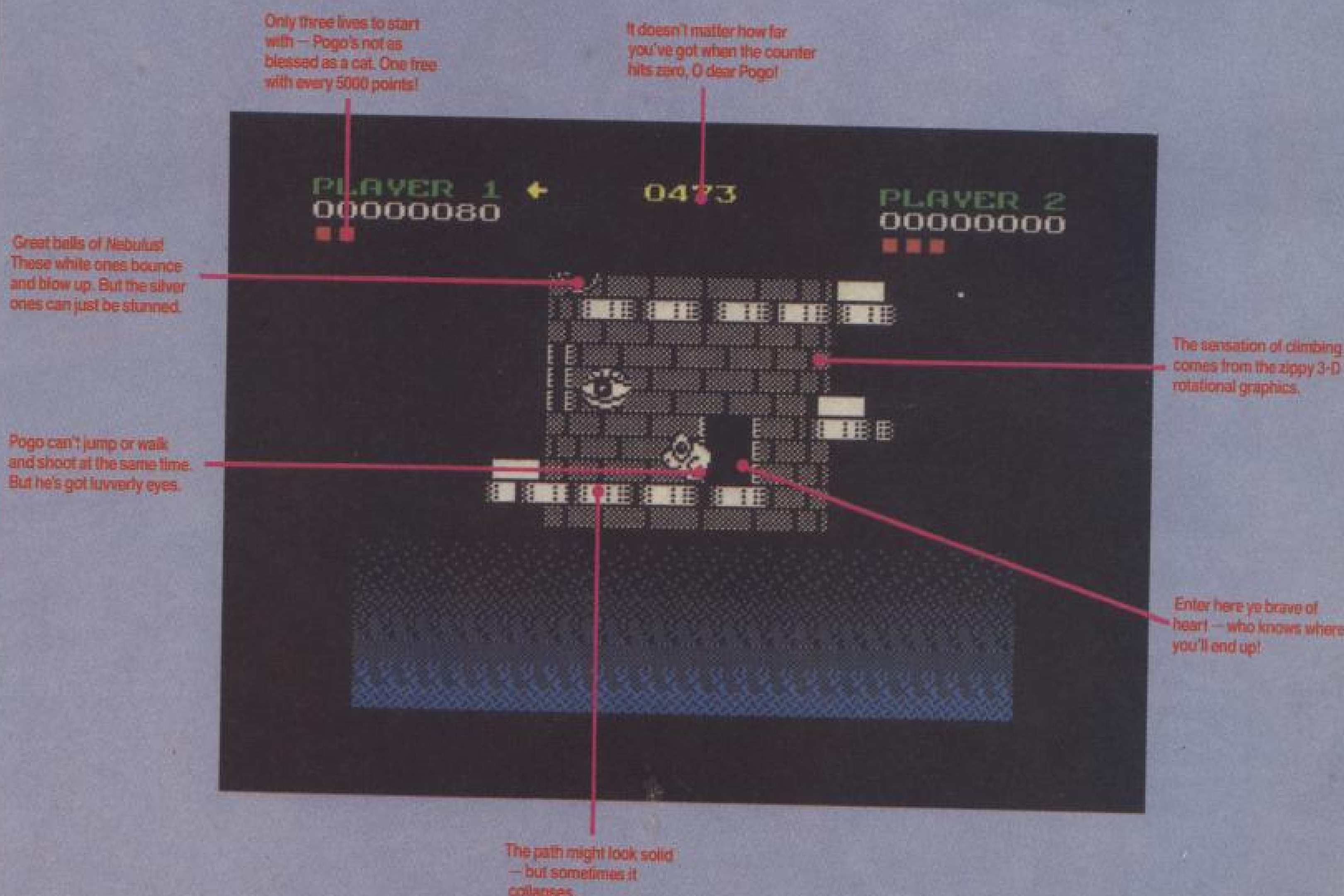
Nebulus has little to fault it, barring a lack of colour in the graphics and all that clambering back to the top when you've tumbled from a peak can be tiresome. But otherwise *Nebulus* is another tower of strength from Hewson.

YS CLAPOMETER

Cunningly complex and well programmed, John Phillip's latest is the neatest and nattiest platform variant yet.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■■

TOTAL 9





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ACTION FORCE



Virgin/£9.95

Rick Blam! Bam! Kapow!!! (*Has he fallen down the stairs again? Poor old soul. Ed*) No I haven't — it's megadeath time, you blood and battle fanatics. *Action Force* is a fast and furious — well, reasonably cross, arcade shooter from Virgin's very own SAS software team, The Gang Of Five.

The game uses the characters from the toy soldier sets that go under the same general title. Like everything else, *Action Force* is also a comic, a TV series and a set of monogrammed bath mats, but the toys started it all off. So as Snake Eyes, equipped with a helipack and rapid fire rifle, you must fly across Botsneda, avoiding ground-to-air missiles and shooting out electrical generators and barricades. This isn't just to satisfy your own blood lust and whip up a huge points total, you're also clearing a path for the AWE Striker, with its crew of Flint, Lady Jaye and Quick Kick who must recover a hard disk of top secret info before it falls into enemy hands. Well, that's the excuse, anyway.

With five lives and eight levels of difficulty there's plenty here to occupy you. Most people though, want more out of a game than just being kept busy. Many of *Action Force*'s features are echoes of other genre games, from *Commando* to *Saboteur*. Okay, originality's not everything, but for a full price game you do expect a bit more speed and zip than this has to offer — and there's not a decent explosion in sight! It's appeal, I'm sure, will be more to fans of the toys than to true arcaders.

YS CLAPOMETER

Second-hand shoot 'em up masquerading as exciting toy 'n' comic licence. Not bad, but hardly gripping.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■■□□□□

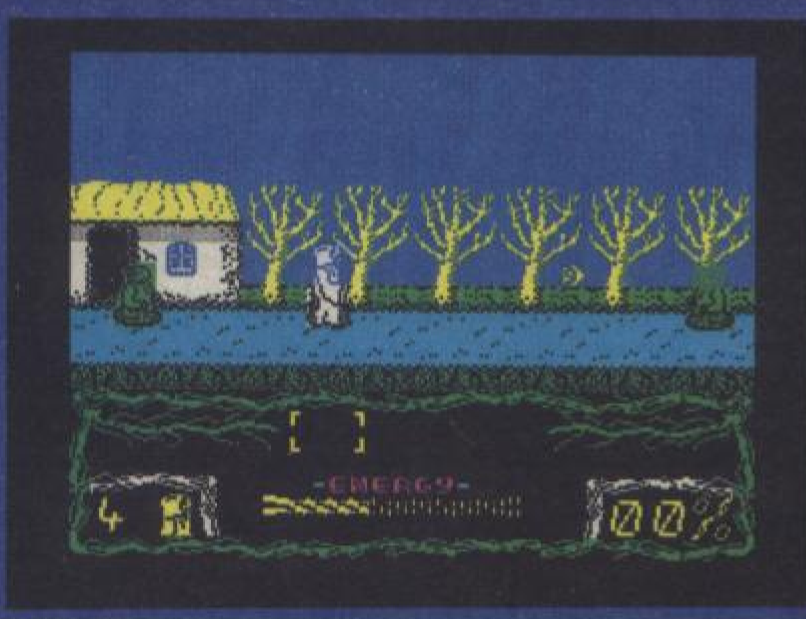
TOTAL 6

OUTCAST

CRL/£8.95

Nat It's just not fair. There you were, a benevolent wizard ruling your peaceful little village, when an evil wizard popped out of the blue, devastated the place, enslaved your subjects, cast you out with no spells and transformed you into some inhuman, grotesquely ugly form! (*And I thought it was hell on the bus this morning! Ed*) While you were wandering around feeling sorry for yourself, you just happened to come across a page from your spell book, which gave you a chance to regain your power . . . and p'raps save the villagers as well.

So off you go into the mythical lands of the arcade adventure, for pritheee, squire, 'tis one of those. *Outcast* sadly, contains nothing that lifts it above the trillions of other arcade adventures the Speccy has played host to over the years. As the wiz you move though the different zones which make up the landscape around your village, collecting objects and spells. Some objects combine to make others which allow you into 'locked' areas of the game. Spells are just used to kill nasties which come at you from all directions. Unlike those in *Feud* they have no mystical or exciting uses, which is a bit disappointing. *Outcast's* presentation isn't bad, but the graphics, though fast, flicker a little and suffer the occasional colour clash. This doesn't stop the game from being quite playable, but I found no lasting appeal. There's just not enough variety to keep you coming back for more. And for full price these days, I think we expect that.



YS CLAPOMETER

Drab and unoriginal arcade adventure that suffers from a serious lack of addictive qualities. By no means a wizard wheeze!

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■□□□□□□

TOTAL 6

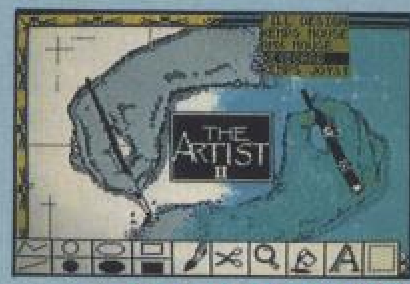
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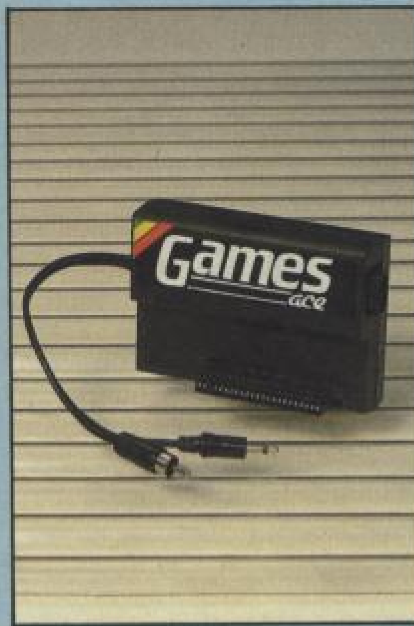
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Microprose/£9.95

Jonathan The game that's been causing Commodore (spit spit!) owners to emit grunts of delight for the last year or so has finally been converted to the Spectrum. Yes, at last *Gunship* is finished, and now we can experience the joys of some real serious Commie-bashing.

In case you hadn't heard, *Gunship* is a helicopter simulation, and a pretty comprehensive one at that. It's along the same sort of lines as DI's *Tomahawk*, but a little bit more complicated, to say the least. For a start, one glance at the 84 page manual will be enough to put many people off. But don't be one of them, 'cos *Gunship* should be at the top of your Christmas present list.

Having fought your way through the box-load of bumph that accompanies the game, (the box would be great for carrying groceries home from Waitrose once you've finished with it), selected which of the two tapes is the one you're after and loaded it up you'll be able to start the pre-flight checks.

It's not just a case of jumping into the seat, switching on the ignition and taking to the skies like they do in *Airwolf.* A lot of options need tweaking first, such as scenario, weather conditions, enemy skill and simulation level (simplified or realistic). Once you've done that you'd be advised to read the mission briefing and intelligence report. Finally a few adjustments to the chopper's armaments and you're ready to go.

Actually getting off the ground is the next obstacle. You'll need to wade through pages of explanation of flying principles and equipment descriptions before you can get onto the meaty stuff: switching on the engines. Then, with your joystick between your knees and a cigar between your lips, engage the rotors, twiddle with the collective and you're flying.

The improvements over previous simulations quickly become apparent. The ground is covered in buildings, rivers, roads and, of course, those dastardly Commies. Mountains are properly filled in, so there's none of that wire-frame rubbish we've been used to.

Anyway, you're flying along, minding your own business, when suddenly your VDU flashes up "Target". Press fire and a close-up of the target, be it friend or foe, appears on the screen. Yeurch! Time to reach for the manual again.

Your AH-64 Apache is armed with four types of weapons. Firstly there's your basic chain gun. This is aimed automatically by the TADS system, so all you have to do is press fire when the target is in range. Then you've got unguided rockets, Sidewinders for knocking down enemy helicopters and Hellfire guided missiles for those really tricky targets.

It's not all fun, though. In your briefing you're given the location of a primary target which must be found and destroyed. It's normally one of the enemy bases which are dotted around the map, and if you manage to reduce it to rubble and get safely back to base you'll be given a medal, promoted and set out on another even harder mission.

The missions vary from training nice and safely in America, to full blown combat against the Reds in Europe. I couldn't even get past the second mission, described as "Easy" in the briefing! It's going to be a real long-term challenge to work up the ranks to a Colonel with a Congressional Medal of Honour.

Obviously *Gunship* is only going to suit the sort of people who beat *Elite* while they're waiting for the kettle to boil for a cup of tea and eat *Starglider* for breakfast. However, persevere and the rewards are worth it. Totally compulsive and thunderin' good value!

YS CLAPOMETER

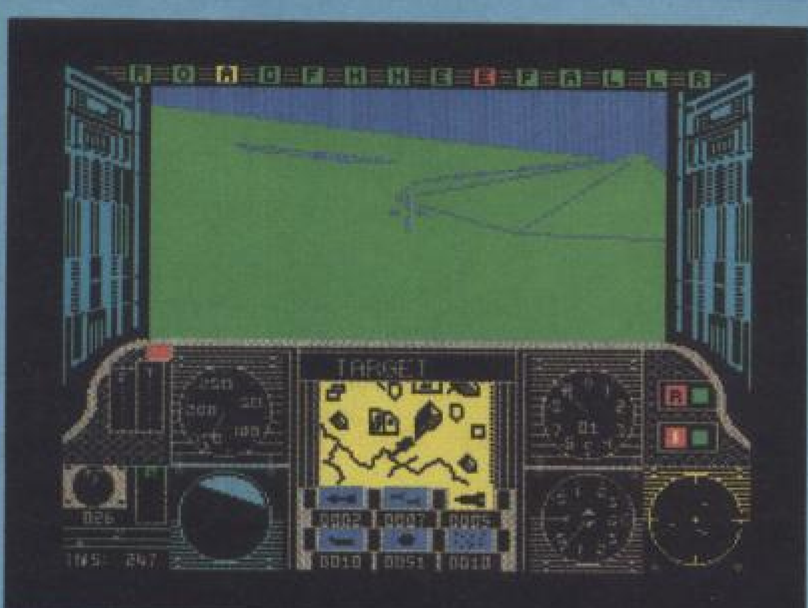
The ultimate flight simulator. It'll take a lot of practice, but puts the rest to shame.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■□

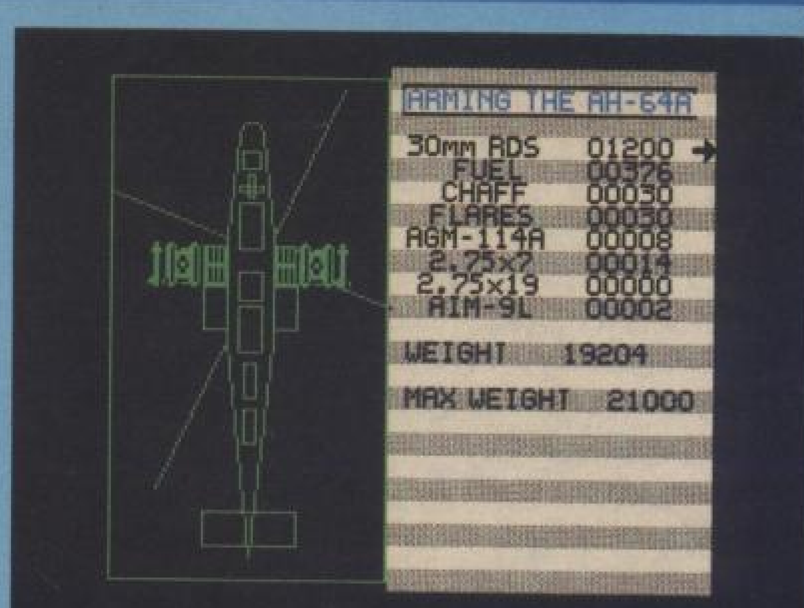
TOTAL 9

YOUR SINCLAIR MEGAGAME

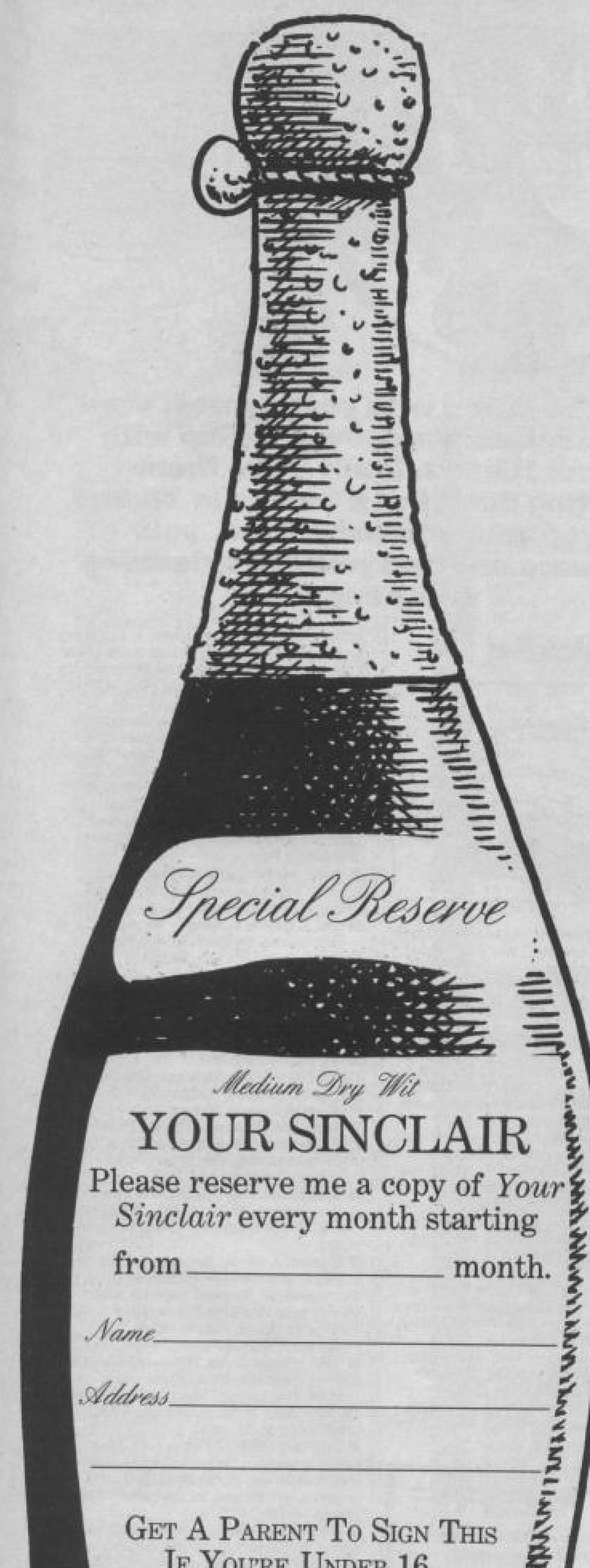
GUNSHIP



No, not the interior of the USS Enterprise but your control panel. In the middle's the view out of the cockpit. Below this is the VDU which normally displays a scrolling map, but also gives close-ups of targets and messages. On the left, the fuel and throttle indicators. Hang on! They're both on zero! Oh shh…



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HARDWARE



■ ZX Printer still boxed £15, Kempston joystick and interface £10, Currah microspeech £15, reset button unused £5, cassette recorder £20. Phone (0983) 616753 ask for Tony.

■ QL for sale, phone 0695 22887, with *Quill*, Abacus Archive, Easel, user guide, joystick and games also Prism QL 14 monitor (excellent) cost over £450 will sell for £250 ono.

■ Spectrum+ tape recorder, save load switch, power pack 3 pin socket for TV plug housed in one unit, games, utilities, including *White Lightning*, *Devpac* books mags, printer, phone Chorley (02572) 74948 £100.

■ 48K Spectrum, Rotronics dual wafadrive, wafers, inc. toolkit wafa, data recorder, switchable interface, Quickshot II joystick, 35 mags, £200 worth of software (all originals) and extras, everything complete boxed and in excellent condition, all worth over £570, will sell for £270. Phone (0206) 330934 after 6pm.

■ *Sinclair User* first twelve issues all in very good condition best offer secures. Phone 0273-421897 between 6 and 8pm weekdays.

■ Spectrum+ 48K with Interface One + microdrive, joystick and RAM interface, 2040 printer, tape recorder, loads of games, books and utilities — may split. Ideal for beginner, boxed, £145 Harpenden (05827) 63729.

■ Spectrum +2, Interface One, two microdrives, 35 cartridges, videoface digitiser, multiface 128, AMX mouse, joystick, everything you will ever need. Over £250 software, books, etc only £350 ono, phone Basildon (0268) 583244.

■ Commodore 64, C2N cassette deck and Rotronics carry case, offers??? Plymouth 894956.

■ Spectrum 48K, Interface One and Two, microdrive, joystick, back up interface, two Timex disc drives, controller and P.S.U., ZX printer, over 30 games and utilities. Phone David Ashford, Staines 251120 — £200 ono.

■ Spectrum+, Turbo interface, 2 joysticks, cassette recorder £200 worth of software, many excellent games all in first class condition. £125 ono. Phone 01-778 0008.

■ ZX Spectrum 48K, interface, microdrive Dk 'tronics keyboard, modem data recorder, centronics, interface, lightpen, digital tracer, books, software, magazines, 40 tapes, 30 cartridges £175 ono. May split. Hastings 425807.

■ VTX5000 to swop for a serial Epson-compatible printer will include some games and/or cash if necessary — phone (0207) 231481 after 6.30pm and ask for Vaughan.

■ For sale — 48K Spectrum boxed, cassette recorder, Cheetah joystick and interface, software magazines £65. Please phone Cardiff (0222) 551777 after 4pm.

■ Spectrum 48K (not in working order) with power pack, television lead and manual. Also Quickshot II and interface any offer considered. Please phone (030381) 3182.

■ For sale Spectrum 128K with printer, tape recorder, joystick, interface, magazines and with 100 original software. Phone James at 031 343 2778. Price £400 ono.

■ Rotronics wafadrive unused £30, or swop for other hardware plus £20. All offers considered write to Robert Gall, 14A, Rectory Lane, Glinton, Peterboro', PE6 7LR — Don't miss this bargain !!!!!

■ Spectrum 48K, Kempston interface, £237 worth of software including *Uridium*, *Bombjack 1 & 2*, *Space Harrier*, *Hardball*, *Saboteur*, *Cobra*, plus 28 other titles. Please call Neil on 01-959 3450. Price £250 ono.

■ Speccy 48K for sale, joystick and interface, 38 games and black and white TV — sell lot for £140. Phone Ben after 4.30pm at (0472) 827924.

■ Lock and chase arcade machine, load in type, player 2, joystick — needs attention otherwise perfect — £60 ono. Phone Grainge (021) 3738754 after 4pm.

■ Spectrum, Protek interfaces, joystick, lightpen, Sony data recorder about 200 software titles, dustcover, wanted VHS video or WHY, write to Mr. P.J. Owen, 54, Asburton Avenue, Llanrumney, Cardiff CF3 9PS.

■ Speccy 48K, Saga one, joystick + interface, printer, lightpen, speech-pack, sound amp, data-recorder, and extras, games and mags. £150 ono — Phone (0767) 87385 after 6pm — ask for Richard. All boxed as new.

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■ Will sell Currah micros, Dk 'tronics lightpen and 24 pieces of software all for only £70. Write to M. Forrest, 15, Banff Road, Keith, Banffshire, Scotland.

■ Spectrum+ with wafadrive and *Specdrum* synthesizer £100 or will split (Spectrum+ £70, Specdrum £15, wafadrive £15) Phone Cambridge (0223) 247788.

■ Comcon programmable interface, as new and boxed £10. Quickshot I & II (has two independent firing buttons for use with Comcon eg. Bomb & Fire with one joystick!) £7 in box. Phone 050-587 3776.

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■ Swop 48K Spectrum, all leads, manuals and *Elite* 48K and *Frankie Goes To Hollywood*, for quality modem and software not VYX5000 (I've a +2). K Bowe, 15, Honeysuckle Drive, Walton, Liverpool L9 1JL.

■ QL Trump card, new £150 (cost £199), Star NL-10 printer mint condition £175 (cost £245). Phone 01-249 7440.

■ Quickshot joystick, *Gauntlet*, *Arkanoid*, *Nemesis*, *Starstrike* lots more for only £20! Interested? Phone 01-672 8168 before 6pm ask for Jatin or write to 255, Cowick Road, Tooting Broadway, SW17 8LQ.

■ Spectrum 48K, recorder, Cheetah 125, joystick and Kempston interface accompanied by mags and latest software such as *Zynaps*, *Metrocross*, *Slapfight*, *Army Moves*, *Gunrunner*, *Magmax*, *Enduro Racer*, and many more £130 the lot — phone (0204) 29785.

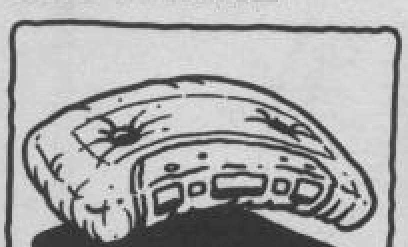
■ Dual Kempston joystick interface and Dk'tronics lightpen, which comes with a lightpen, tape and interface, will sell for £20. Phone 01-708 3823, ask for Tan.

■ Currah Microspeech, new and unused! Several for sale at only £10 each including postage. CHQ/PO to Richard Allen, at 8, Leybourne Close, Bromley, Kent BR2 9DZ or phone 01-460 7932.



If you're bored with your games, tired of your hardware, even fed-up with your friends. Don't leave them gathering dust. Put a free ad in YS and swop your software, hawk your hardware and find yourself a dazzling new penpal.

SOFTWARE



■ Swop five of *Fairlight*, *Hypersports*, *Movie*, *Beach-Head II*, *Leader Board Tournament*, *Zombie Zombie*, *Back To Skool*, *Tir-Na-Nog*, *Commando* and *Ping Pong* for *Elite*. Write to R. Brown, 9, Queens Close, Eaton, NR4 7PE.

■ I have various games to swop for your titles. I would like *Green Beret*, *Space Harrier* and *Dambusters*. I have *Fairlight*, *Batman*, *Paperboy* and *Fist!* Write NOW!! Andrew Friday, 56, Holtdale Avenue, Leeds LS16 7SG.

■ BOOOM!! Now that I've got your attention, how about swopping games? I have over 600!! Send your list to Gilad Japhet, Ramat Motza, Jerusalem, Israel. All letters will be answered.

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■ Swop *Artist II*, *White Lightning*, *Lightforce* and *Sab II* for Multiface 128. Or swop *White Lightening* and *Saboteur II* for Picturesque's monitor dissasembler. Phone 0922-402145. Ask for Ian after 6pm.

■ Wanted *Yabba Dabba Doo*, *Superman*, *Popeye*, *Asterix*, *Dracula* and *Nosferatu*. I have *GAC*, *Avenger*, *Firelord*, *Great Escape* and many more. Phone 09644-626088.

■ Swop *Football Fever*, *Grand National*, *Rock 'n' Wrestle* and *Rocky* for *Trivial Pursuit*, *Election*, *Way Of The Tiger* and consider other offers. Phone 0663-43843 and ask for Paul.

■ Swop any fab game for *Enduro Racer*, alright! I'll find one now — it's *Hydrofool*! Phone Oxford 61248 and ask for Matthew.

■ Lots of games to swop — send your list to a crazy swede. My address: Raymond Frode, Ode Baltens 942, 68100 Kristinehamn, Sweden.

■ I am selling *Input* mags, numbers 1 to 17. If interested write to Mark Singleton, 10, Bede Haven Close, Bude EX23 8QT or phone 028-4027 and ask for Mark.

■ Will swop *Prohibition* or *Sam Cruise* for *Glider Rider* or *Big Sleaze* or *Aftershock* or swop both for *Laser Genius*. Mark Griffin, 1, McDohagh Avenue, Mervue, Galway, Ireland.

■ Swop *BMX Simulator* for *Milk Race*. Also *Dan Dare* and *Green Beret* for *World Games*. Write to Iain Craig, 138, Crown Street, Aberdeen, Scotland AB1 2HQ.

■ Back issues *Your Spectrum* 5-21 and *Your Sinclair* issues January to August 1986, offers? Phone 0505-685116 and ask for Henry.

■ Wanted: *Arkanoid* (swop for *Lightforce* or *Uridium*), and *Elevator Action* (swop for *Commando* or *Tempest*) originals only. Please write to: Martin Payne, 22, Blackwood House, Nelson Road, Portsmouth, PO1 4NF.

■ Wish to swop *Zoids*, *Highway Encounter*, *Starion*, *Rasputin*, *Movie Shadowfire*, *Frankie*, *Dun Darach*, *Mask*, *JSW II*, *Roller Coaster*, *Back To Skool*, and more. Any offers? Karl 01-311 6693.

■ Very very URGENT! So urgent, I am nearly exploding! Please will someone swop my *Gauntlet* and *Butch Hard Guy*, both originals, two for one, for *Barbarian*? Phone William on 0342-27578.

■ Will swop *Marble Madness* construction set for *Pentagram* and *Trans Am*. Will swop *Paperboy* for *Knight Lore* and *Pssst*. Will swop *Vallhalla* and *Swords and Sorcery* for *Bubbler* and *Martionoids*. Phone Bo'ness 827422 ask for John.

■ Urgent!! Swop my *Turbo Esprit*, *Back To Skool*, *Feud* for your *Theatre Europe*, contact: Paul Kehoe, 62, Cranfield Road, Marus Bridge, Wigan, Lancs. WN3 5QG.

■ Will swop 6 games: *Value Pack*, *Exploding Fist*, *Flight Simultation*, *FP compiler*, *Superchess*, *Thrust*, for adventure games or Alphacom printer in good working order also exchange *Golf* for full solution to *Twice Shy* and *Hampstead*. Phone Bradford 639012 ask for Stephen.

■ Games to swop, send your list for mine. Any titles considered. Reply gurâranteed — Write to P. Davies, Victoria In, Bradwell Village, Milton Keynes, MK13 9AQ.

■ I have 100+ of games to swop, would like *Laser Genius*, *Assembler Moniter*. Also for sale ZX81 16 RAM pack, ZX printer with carry case £50 the lot. All as new. Write to Roger Brookes, 18, Harborough Road, Rushden, Northants.

■ Swop *Way Of The Tiger*, *Saboteurs*, *Heavy On The Magic*, *Fat Worm* or *Cyberon* for *Goonies*, *V*, *Knight Rider* or *Double Take*. One for one. Ring David on 0553-768861.

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■ I have 100+ games to swop. Looking for new titles. I have *Arkanoid* and *Elite*. Please hurry your list for mine. E. O'Hanlon, Tara, Charleville View, Tullamore, Co. Offaly, Ireland.

WANTED



■ Wanted *Starquake, The Crystal Orb* or *Morris Meets The Bikers*. Will swop for *Gauntlet, Paperboy* and *Enduro Racer*. All letters replied, write to David Carey, 43, Trafalgar Square, Scarborough, YO12 7PE.

■ Wanted: *Enduro Racer, Uridium, Ghosts & Goblins* or *Paperboy*, will swop any one for *They Sold A Million Three* (Four Games). Phone Pickering 74897 and ask for Richard.

■ Wanted: *Matchday* by Ocean. Will swop for either one of *Cop-Out, Highlander, Mailstrom, W.A.R.* or a good conditioned 3 fire buttoned joystick worth over a fiver!! Please phone 091-581 2398 and ask for Chris.

■ Wanted *Graphic Adventure Creator* — will swop for *Uridium, Lightforce, Critical Mass* and *Cyberun*. Please write to: W. Lyster, 25, Merstone Road, Rowner, Gosport, PO13 0PB.

■ Wanted: *Express Raider, Game Over* for one of *Arkanoid* or *Army Moves, Galvan* for *Dan Dare* and *Five Star* for *Six Pack*. Phone 01-679 2497, and ask for Scott.

■ Wanted for 48K Spectrum: *Starglider*. Will swop for *Super Soccer* or *Short Circuit*. Must be in good condition. Please write to: Luke Wilson, 6, Chelsea Road, Southsea, Hants. PO5 1NJ.

■ A4 Printer for 48/128/3+ will swop software of cash. Phone Colin on 055-666201. Also wanted football or any other management game (not *The Boss* or *Football Manager* or *United*). Phone after 6pm.

■ Wanted: Microdrive + Interface or disk system. Swop for over 20 games (+ £20 if disk) games incl. *Firelord, Saboteur 1+2, RanaRama, Kung Fu Master*. If interested please phone 0633-440974 after 6.

■ Wanted urgently, POKEs for *Batman, Glider Rider, Tarzan, Green Beret, Nemesis The Warlock* and *War*. If you can help please phone 01-390 7862. Ask for Alex. Rewards will be given.

■ Wanted now! *Top Gun, Barbarian* or *Enduro Racer* for Frankie, *Glider Rider, Hyper Sports* and more. Phone Liam on 0704 821123.

■ Wanted *'V'* will swop for *Sold a Million II* or *III* and will throw in *SAS Operation Thunderflash*. Contact: Mark Baxter, 35, Spencer Road, Guiseley, Leeds, LS20 9LF.

■ Wanted: Specmate in good condition. Will pay £25 or swop for Dk'tronics three channel sound unit. Phone Tinus van de Wouw, on 061-483 0979, evenings only.

■ Wanted: *Elite* or *Footballer Of The Year*. Will swop two for one. Write for list, or phone 0274 594452 — Chris Taylor, 19, Argyll Close, Basildon, Shipley, West Yorkshire BD17 6HD.

■ Wanted: Rotronics wafers £2.25 for 128K £1.75 for 64K. Also wanted £1 offered for *Dynamite Dan, Alien Highway, Summer Santa, Rat Splat, Space Invaders, Tribble Trubble*. Phone Alasdair on 041-7792025.

■ Hi-Soft basic compiler swop for two of *Shockway Rider, Future Knight, Scooby Doo* or *Trap Door*, also many games to swop. Phone David on Bridlington 602002 after 5pm and before 6.30pm.

■ Wanted: *Starion, Starstrike, Skooldaze, Back to Skool*, for *Fist, Feud, Spellbound, Vampire, Alien 8, Pitman 7, W.O.F.M., L.O.T.G., Arcturus, Sinbad, Brainache, Worm Attack*, — Also want *Starglider* swop negotiable, have other games. Write to: Andrew Campbell-Howes, Round Square, Gordonstoun School, Elgin, Moray, IU30 2RF.

■ Wanted: Opus — discovery for £30 *Ram-Turbo, Elite, Bounces, Hot Shots, Kung Fu Master, Arkanoid, Music Box, Max Headroom, Deathstar Interceptor, Dam Busters*, worth £130. Contact Paul — phone 0634-64179 (Preferably 128K person).

■ Wanted *Elite*, will swop for any two — *Hydrofool, Aliens, Judge Dredd* and *Sentinel*. Please phone as soon as possible, 0626-68350 and ask for Paul.

■ Wanted ZX Alphacom 32 printer in good working condition, willing to pay up to £20 — please phone Uxbridge 32309 after 5pm and ask for Raymond.

■ Wanted — *Uridium* for *180, War* and *Trust II, Exolon* for *Antics, Nemesis* and *Paperboy*. Write to Andy Palmer, 37, St. Edmonds Road, Weeting Brandon, Norfolk, IP27 8QZ.

■ Wanted: Microdrive with Interface One and cartridges for Spectrum 48K and 12 games. Or will swop Spectrum 48K with 26 games for Opus 328K disk drive or any other 128K disk drive. Write to 1, Brickfield Terrace, Llandundna Junction, Gwynedd, N. Wales.

■ Wanted *Ant Attack*, please write to Mrs. Young, 2, Woodland Way, Gosfield, Halstead, CO9 1TH or phone 0787-472968.

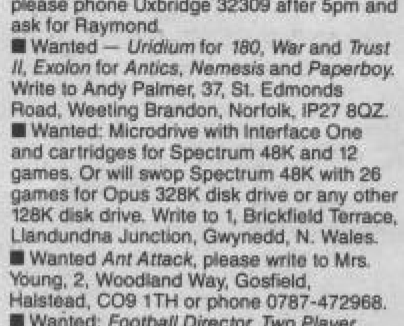
■ Wanted: *Football Director, Two Player Super League. International Manager, Records File, Football Fever, Premier I/II, European I/II, World Champions, The Double*. Write and tell me what you want for them, to William Hepburn, 8, Malvaig Lane, Blantyre, Glasgow G72 0RS.

■ ZX81 16K RAM pack wanted. Also ZX80 and any ZX81 or Spectrum 128, software wanted. Phone 0602 West Bridgford after 4.30pm and ask for David. Anyone want a ZX Printer???

■ Wanted *Quill, Illustrator* and *Patch*, swop for *H.O.H., Academy, Starglider* and *Nemesis*. Phone 01035391-96357.

■ Wanted: *Nether Earth*, will swop any two of: *Hitpak 6, Space Harrier, Uridium, Shao Lins Road*. Phone Jon anytime after 4pm on 061-225 0916.

MESSAGES, CLUBS & EVENTS



■ Adventure writers — stuck for plots and ideas, or use *GAC, PAW* etc? Purchase *Book Of Lore* 60+ page mag. send £1.15, Stephen Finney, 40, Holden Road, Prescot, Merseyside.

■ *Spectrum Smashes* is a new fanzine for your Spectrum. It has 40 pages and is only 30p — so write to 56, Baldwins Hill, Loughton, Essex, IG10 1SF or phone 01-502 0637.

■ Attention!! The famous Speccy magazine *'Eprom'* is back — issue three. It's the best — official! Get your copy now — and it's only 70p (+ stamp) from 328, The Maltings, Penwortham, Preston, PR1 9FD.

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■ New *P.B.M.* Magazine issue one out now. Send 70p and large sae to Philip Rankin, 67, Pepper Lane, Standish Wigan, Lancs.

■ *Software Exchange Club*. Free membership. Exchange all those games you don't want for those you do! Send sae to: *On-Spec Exchange Club*, 23, Florence Road, West Bridgford, NG2 5HR.

■ Z80 Director of all instructions, which includes most of the undocumented codes. Send sae + £1.50 to: M. Sargent, 27, Old Cavehill Road, Belfast, BT15 5GT.

■ WOW. 301 POKEs, maps, hints, tips all for an amazing, yes very cheap, very silly £2.50 inc post. Send to Kev, 3 Hazel House, Maitland Park Road, London NW3 2HB.

■ Get into PBM. Send an SAE for free details of 3 amazing games — *Football, Rugby, Sleuth*. Write now to Neil Moulding, 46 Park Avenue, Allerton, Bywater, Castleford, West Yorks WF10 2AS.

■ *Spectrum/Amstrad Scene* — new fanzine filled with news, reviews, screenshots, cartoons etc. Available from October 4th — send 50p and stamp to S.A.S. 73, Queens Drive, Ossett, West Yorkshire, WF5 0ED.

■ *Gravesend Computer Club* Open Day — October 8th 7.30pm — All welcome, bring + buy at Residents Hall, White Hill Lane, Gravesend, every week on Thursday. Come and join in the fun.

■ To Belgians: *"Spec 54 Club"*, it's new and has more than 300 games. Please write in French to: *"Spec 54 Club"*, Rue du Callois II, 1428, Lillois, Belgium.

■ Did any of you out there try to ring Brian (0793) 043482... Yes! Well now the number should have read 693482 — sorry about that.

■ POKEs, POKEs, POKEs, POKEs. Over 80 POKEs for use with multiface or similar interfaces. Send sae and cheque for 60p to Mark Bartlett, 8, Highworth Way, Tilehurst, Reading, RG3 6GP.

PENPALS



■ 17 year old male (extremely mad) wants a female penpal. Please enclose photo! Write to Martyn Stevens, 10, Colville House, Bishops Way, Bethnal Green, London E2 9HX.

■ Hi there all you gorgeous girls, if you're of the fair sex and into sport, and generally active then write to me please. Luke, 27, Gaynor Close, Wymondham, Norfolk, NR18 0AE.

■ 15 year old male looking for penpal interested in computers and the martial arts. 128+ 2 owner. Write to Sean Rowan, 36, Knockaphunta, Castle Bar, County Mayo, Eire.

■ I'm looking for someone who can help me with a m/c programme. I need someone who can do graphics or someone who knows machine code. Phone 0922-402145, ask for Ian.

■ 12 year old boy seeks 12-13 year old female penpal, to swop computer games, hints, tips and POKEs. Please enclose a photo with your reply. Vincent Wilson, 16, Stanley Wooster Way, Colchester CO4 3XY.

■ I am a 15 year old boy who is looking for a female penpal. If you are between 13-17 then write to: Julian Marshall, 7, Harding Road, Abingdon, Oxon.

■ 48K Spectrum owner aged 13½ seeks female penpal of similar age interested in computers and Queen with a view to swop etc. All letters answered. Write to Andrew Slynn, 36, Sherborne Road, Peterborough, PE1 4RG.

■ Hi! I'm a 17 year old Portuguese male and I would like to have penpals (male or female) all over the world who like pop music and computer games. Write to: J. Goncalves, R. Padre Jose Pacheco, Do Monte 352 I' ESQ, 4200 Porto, Portugal.

■ Hey you! You understand MC programming and want to do a great project? You got some game to swop? Then you're the right one! Write to Ralf Kurbitz, Helfensteinstr. 5, 7923 Zang, West Germany. All letters will be answered.

■ I have just started out on the Spectrum and would like to swop games and tips. 15 year old boy or girl will do — all letters answered. Gary Fulton, 31 Dean Street, Winsford, Cheshire.

■ Hi, a good looking male of 16, urgently seeks good looking girl — preferably local. I like good music, having fun, and most sports. Please enclose photo with reply to: Rob Harris, 40, Foxley Lane, Purley, CR2 3EE.

■ Kick-off United Play By Mail game places available in divisions 2 and 3 only, 25p plus sae per session, non profit making. Rod Tregale, 95 Howard Avenue, Slough, SL2 1LB.

■ 18 year old male into videos, computer games, and music, seeks female penpal of similar age, from anywhere. Get your scribblings to Darren Emery, 21, Cartmel Drive, Woodley, Reading, RG5 3NG.

■ 12 year old attractive boy wishes for a penpal of the opposite sex who is interested in arcade type games for a 48K Speccy. Replies guaranteed. Write to Philip Bird, 41, Windsor Walk, South Anston, Sheffield.

■ I am an 8½ year old. I like karate and reading. I have a Spectrum 128 and lots of games. I would like to write to boys and girls from all over the world. Write to Alistair Furminger, 84, Kinross Crescent, Swindon Park, Luton, LU3 3JT.

■ Twelve year old boy wants an attractive female penpal of 12 to 13 years. Hobbies are fishing, music, drawing and camping. All letters answered. Please send photo if possible to Robert Ogles, 3, Gressingham Walk, Hala Carr, Lancaster, LA1 4RD.

■ I'm 15 years old and enjoy playing adventure games, although I've never finished any. Please write to Mary Scott, 19, Branksome Road, Norwich, NR4 6SN.

■ Hi! I'm a Yugoslav boy and am looking for male/female penpal. We can swop lots of programs for Speccy. I'm 16 and like sport. Write soon to Denis Furdurie, Mihelici BB, 51211 Matulji, Yugoslavia.

■ I'm a 13 year old male and would like a penpal 12-15 to swop games and hardware with. Please write to Richard Davies, Crubbing, Ballyroan Portlaois, Co. Laois, Eire.

■ *International Belfast Spectrum And Penpal Club* as seen on BBC Ceefax, join now free. Members across Europe. Interest across world. Send sae to 10, Bentinck Street, Belfast 15, N. Ireland.

■ Penpals wanted to swop games, music etc. 16+, over 600 games to swop, write to Craig Eades, 23, Kilton Place, Pitsmoor, Sheffield, S3 9LW.

■ Two females aged 14 need two hunks quick! Contact Bridget at 7, Sharon Close, or Tasha at 11, Waveney Walk, both in Furnace Green, Crawley, Sussex. Can write separately.

■ 15 year old male Speccy 48/128K owner seeks female/male of any age to swop POKEs + games. All letters answered. Please write to: Erik Gergren, Handbollsv. 12, S-240 17 Sodra Sandby, Sweden.

■ I am 15 and I would like a penpal. You do not have to have a computer. Penpals preferably outside Scotland. Write to Ian McIntosh, 2, Kemp St, Hamilton, Scotland ML3 6QL.

■ Calling all females aged 16+, as ugly 16 year old male desperately needs good looking female correspondent. Scribble to Ralf Jones, 46 Filey Avenue, Royston, Barnsley, S. Yorkshire.

■ Graham 24, seeks male pen friends to swop games and hints with. Please write to Graham Wolfe, 14, Alverstone House, Kennington Park Road, London SE11 5TS.

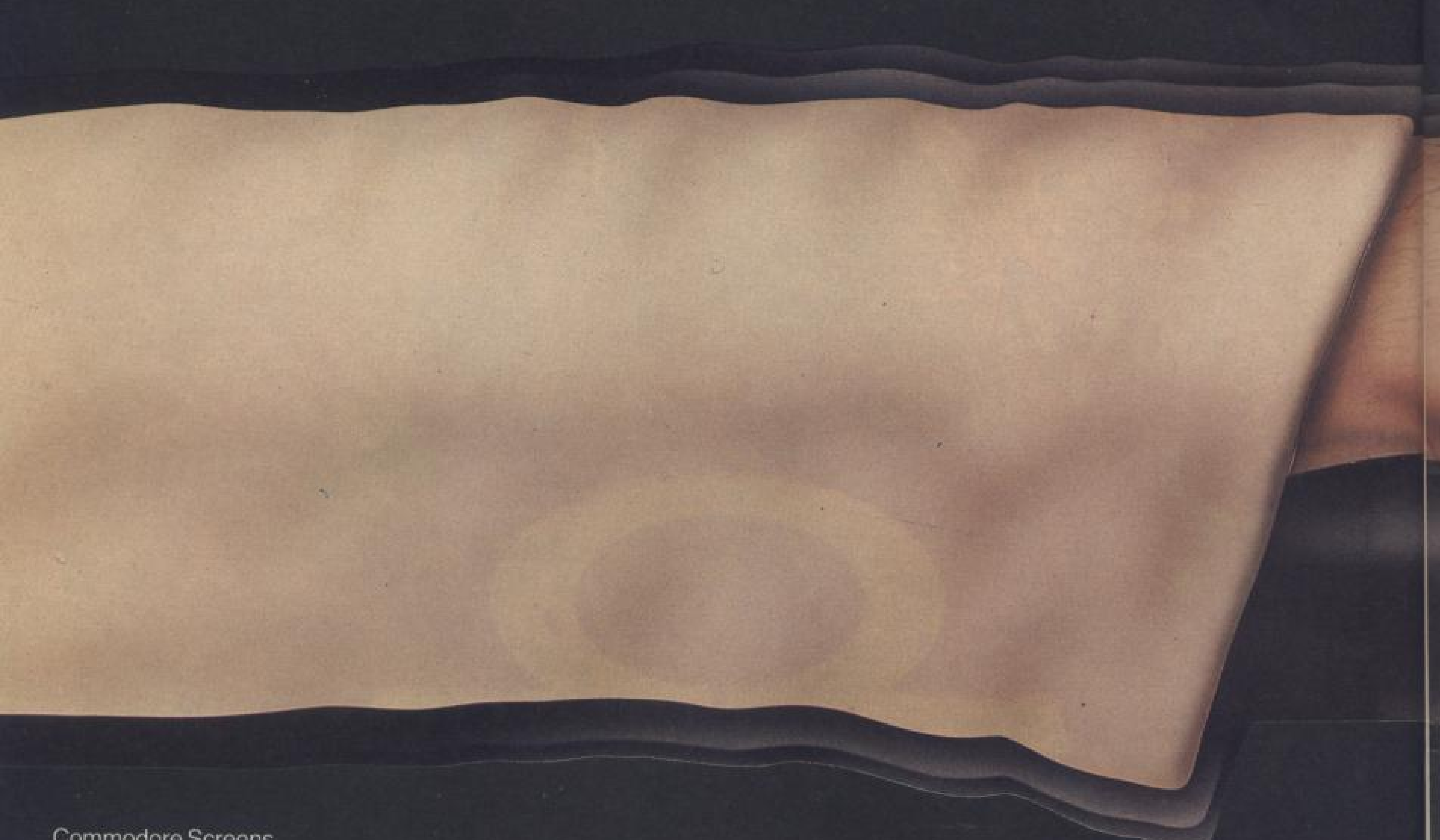
■ I'm 15 years old, male and I would like a penpal male/female to swop games, tips, etc. I mostly like adventure games. Please write to Sigurdur Hafthordson, Blondubakki 11, 109 Reykjavik, Iceland.

■ Want to swop software? Nearly 300 progs?! I'm 20 and answer to anybody, anywhere, anytime, — write to Roger Allen, Upway Corner, Upway, Chalfont St. Peter, Gerrards Cross, SL9 0AG.

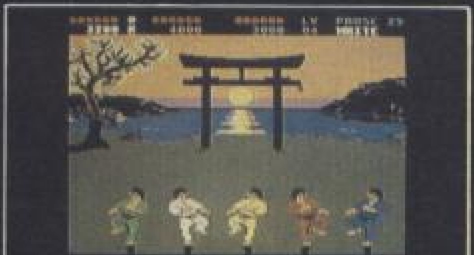
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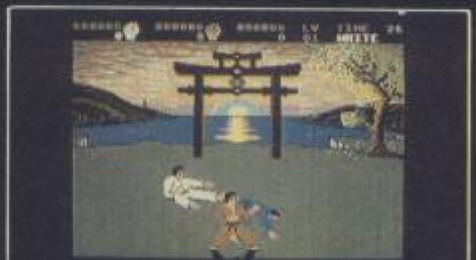

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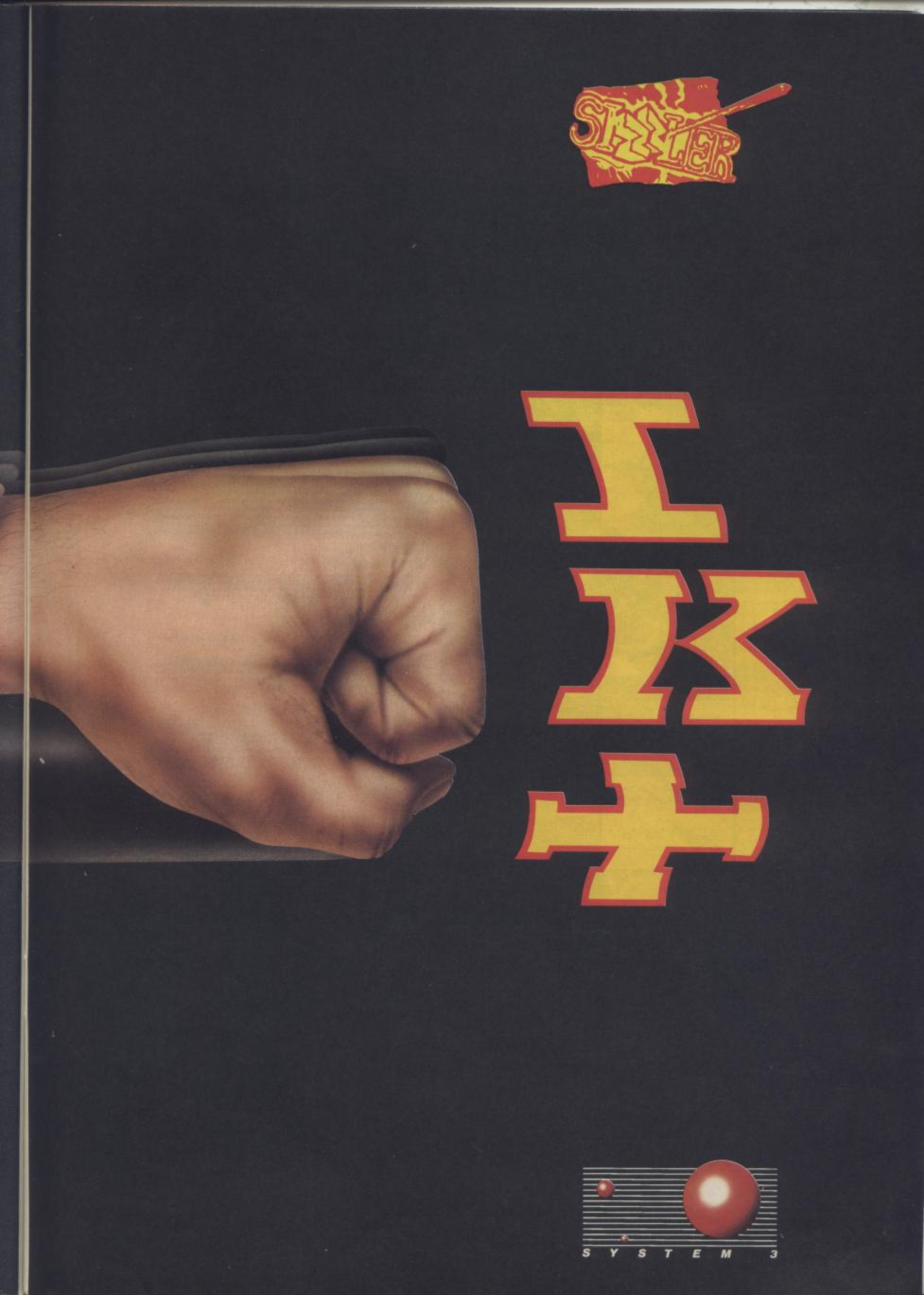


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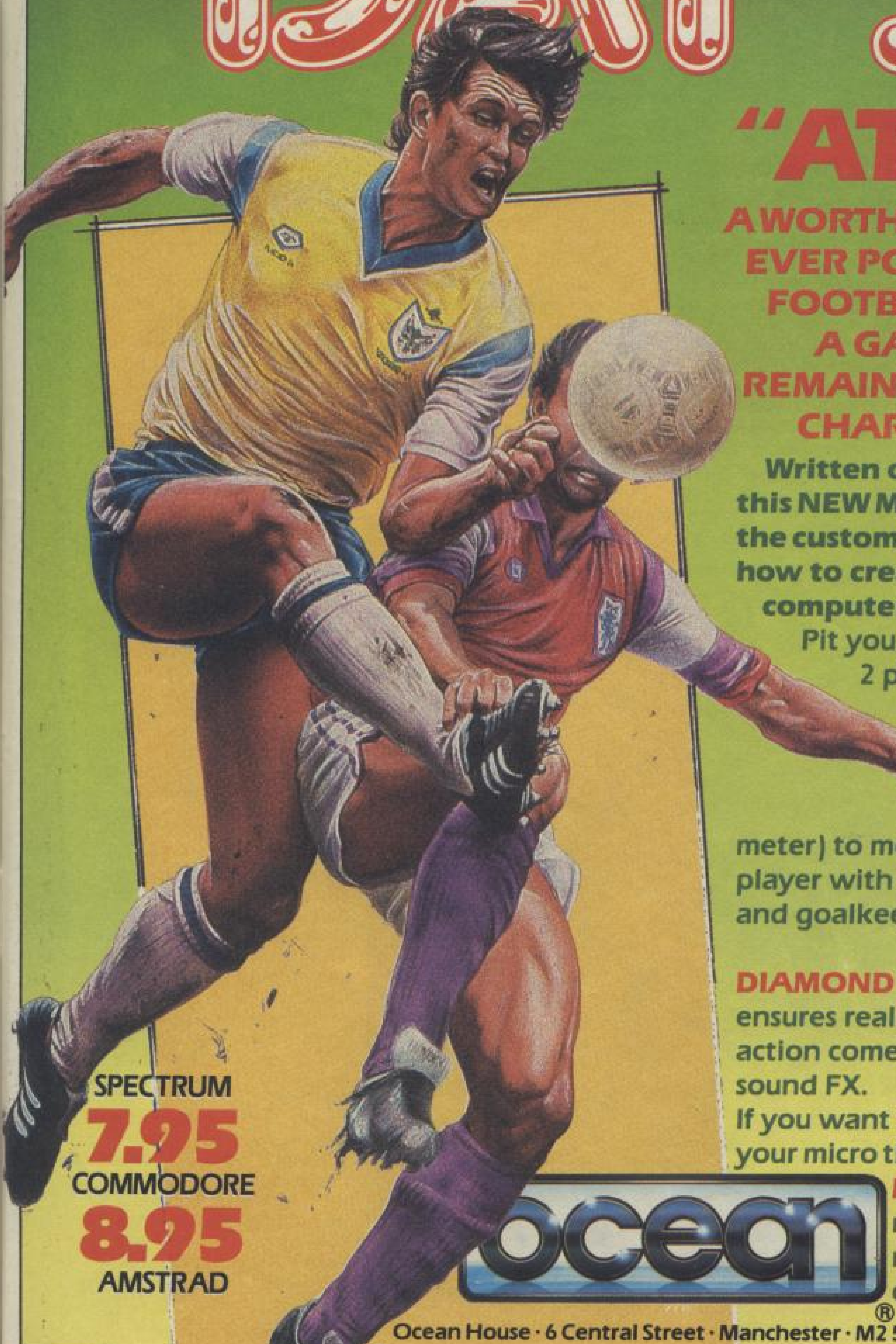
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BACKSTABBIN'

John Minson, ace gossip driveller and scandal-monger mouths off once more on all things Spectrum. Sit back and digest your Christmas pud over this.

It's Boxing Day and you're slumped in front of the telly, slumbering through a re-run of *The Snowman* and wondering which of the games that Santa Claus so kindly dropped into your stocking to load, when in through the window blows the Ghost of Christmas Future.

"Do what, me old cock sparrer," he grins, "I wanna tell you a story!" Before you can pinch yourself to see if you're awake, you're drifting over your humble abode in the direction of London, and pretty soon you're swooping down to a solitary lighted window, high above Fleet Street.

It is quiet in the newsroom and all through the offices, where the only thing stirring is the hack, pouring himself another Scotch as he sits out the worst shift of the year. In front of him lies a dummy page and he groans because he still needs a big news story.

Suddenly he remembers a press release that arrived a couple of days ago, which he'd lost among the half-eaten mince pies littering his desk. He digs deep into the party debris and drags it out and as he reads, his eyes light up.

Disgusting

It's something to do with a computer game about Jack the Ripper which is so nasty and disgusting that it's certain to become the first computer game to receive an 18 certificate from the British Board of Film Censorship.

Ignoring the fact that this should read 'Film Classification' – we don't have censorship in this Brave New-speak Britain – he's hooked. He may know nothing about computers but he does know good copy when he sees it and this is definitely hot.

What do computers mean to the average, hard-drinking hack and his equally ignorant readership? There are two great myths, the first being that they're somehow educational. Be honest – how many of you persuaded your parents to open their purse and purchase a Spectrum with that time-honoured line that if you didn't learn to program you'd be computer illiterate later in life?

The other popular belief is that micros are the sole domain of children. And we all know that sweet, innocent, little angels need to be protected from all sorts of evil influences. Violence on television, bad language on records . . . and computer games!

Your ghostly guide whisks you forwards through time. It's now a few days later and the hack is on the phone. Being a man of little imagination, he's followed the most obvious course of action. He's phoned Mary Whitehouse.

Glib Comment

I can remember a time when Mrs W was a joke. But with the swing of the pendulum to Victorian values, now she's taken much more seriously. She's also good for off-the-cuff quotes. I've spoken to her just once and the ease with which she produced a glib comment was amazing.

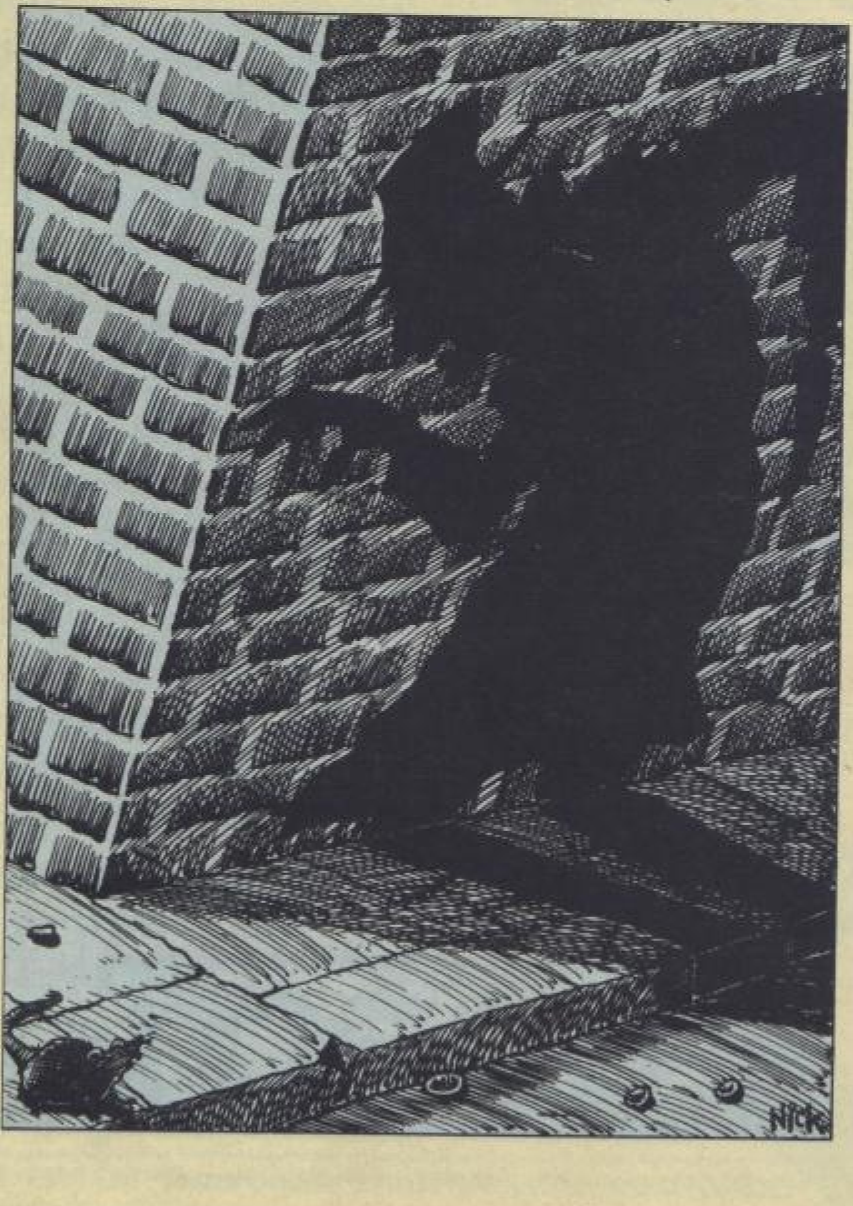
She expresses concern, and says that she'll be taking action herself against this pernicious and gratuitous violence. The hack hangs up a happy man. The one question which he never bothered to ask was whether she'd ever seen a computer game, but let it pass. He'd discovered a major new scandal and all it took was one press release!

Naked Women

The paper is now preparing itself for a series of hard-hitting articles on this threat to our children. Further research has discovered hard-core pornographic games which are sold in sex shops, featuring digitised pictures (whatever they are) of naked women!

Forget the fact that these are only available in Germany and run on the ST, so their most likely audience is going to be blasé businessmen. The closest to smut that most Spectrum owners have ever seen features a young woman who often appears in the buff on page three of the hack's own newspaper. But *Sam Fox Strip Poker* is far too soft for this story!

Once again you spin through time and space, to arrive in the House of Commons during the Prime Minister's question time.



The braying subsides as a backbench MP rises. He's one of a number who are guaranteed to pick up on any topic that will raise public hackles and buy him his thirty seconds on *News at Ten:* hanging, child abuse, and this time . . . computer games.

There's a hush as he demands an inquiry into these disgusting and deprived games. After all, when the government provided a micro for every school, it wasn't so that the pupils could chop each other up like barbarians or ogle naked women! The PM promises to take action.

'Enough?' asks your ghostly host. It's time to hand in your return ticket, but instead of Xmas '87 he deposits you in your living room one year later – Boxing Day, '88.

The Sound of Music is on the idiot box, so it takes a minute to realise that things have changed. It's when you reach for the pile of programs that you panic. *Big Bang* is a game of stocks and shares, not blasting. There's a wacky looking *Spreadsheet.* Or maybe you prefer *Fun With Forth – An Interactive Learning Course.*

Outcry

In September '88, backed by public outcry, legislation was rushed through parliament so that all computer games had to be submitted for classification. You can no longer shoot up sprites unless you're 18 – though you could have joined the army to blast real flesh and blood two years earlier!

Still, you've got some Christmas money and you've heard that there's a place in Soho where they still sell the stuff, like *Rambo* and *Cobra,* under the counter . . .

You wake with a start. *The Snowman* is almost over. it was just a dream. You laugh. It could never happen here. Or could it?

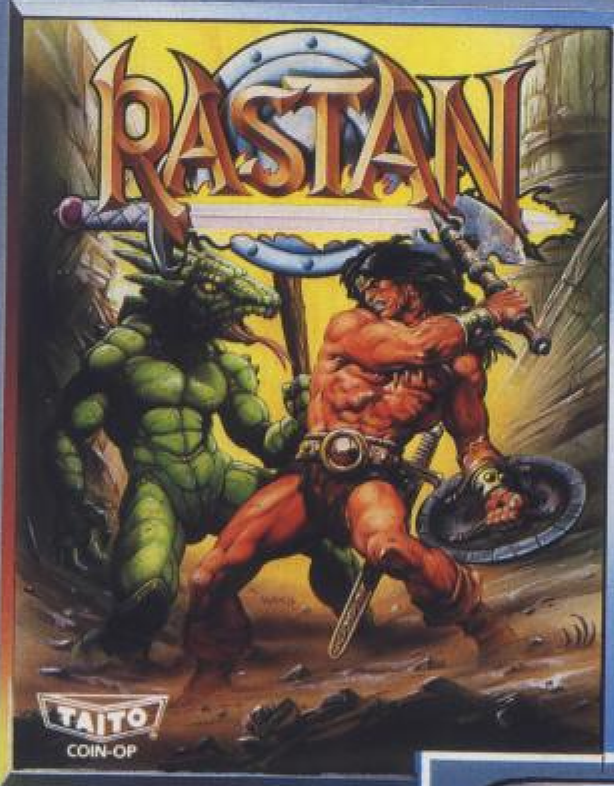
Blanket video censorship was a direct result of a sensational and hysterical newspaper campaign run by the *Daily Mail.* Meanwhile in the States, records containing bad language have to carry warning stickers and are banned in some towns. Could it happen to software in Britain?

Anybody can name half a dozen games that compete for the out and out gore award, from *Friday The 13th* to *Soft And Cuddly.* So far they've escaped public outcry. But now CRL has taken it all one step further. That *Jack The Ripper* press release actually exists and has already led to stories in newspapers which would normally ignore software.

CRL is probably congratulating itself on this cheap publicity, but the software industry cannot afford to unleash the hounds of censorship. If the cost of those news stories is the banning of all violent games for under 18s, then Christmas '88 may not be so happy for anybody.

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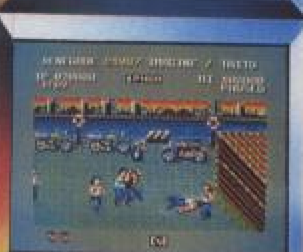


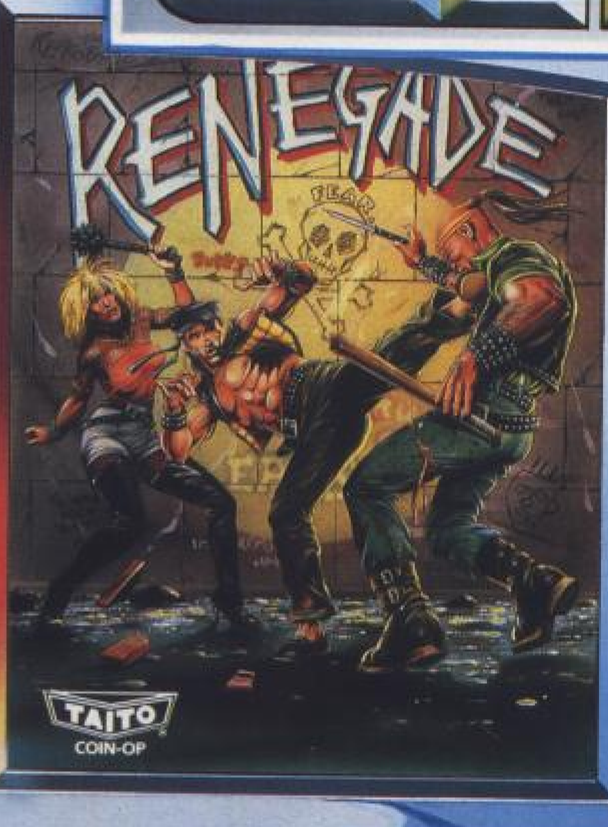


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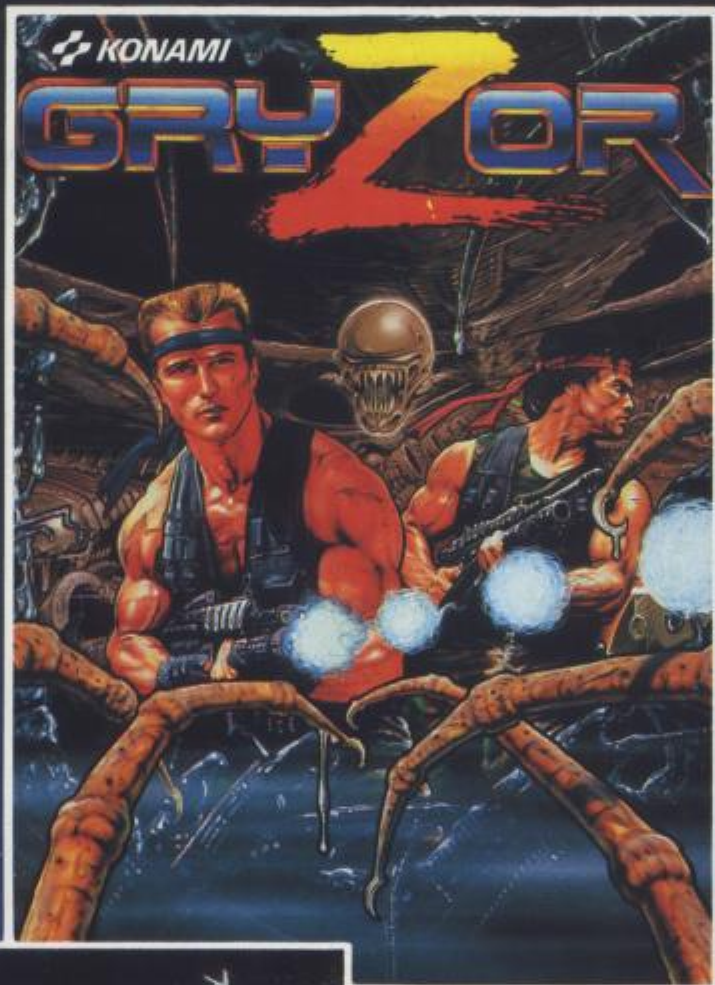


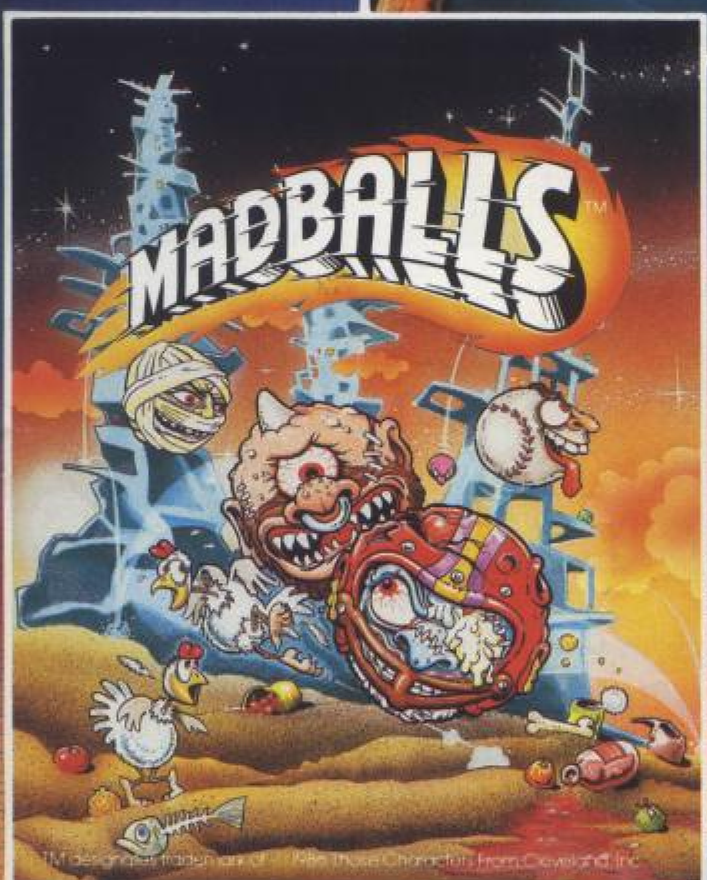
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